AUGUST 1992 No. 126

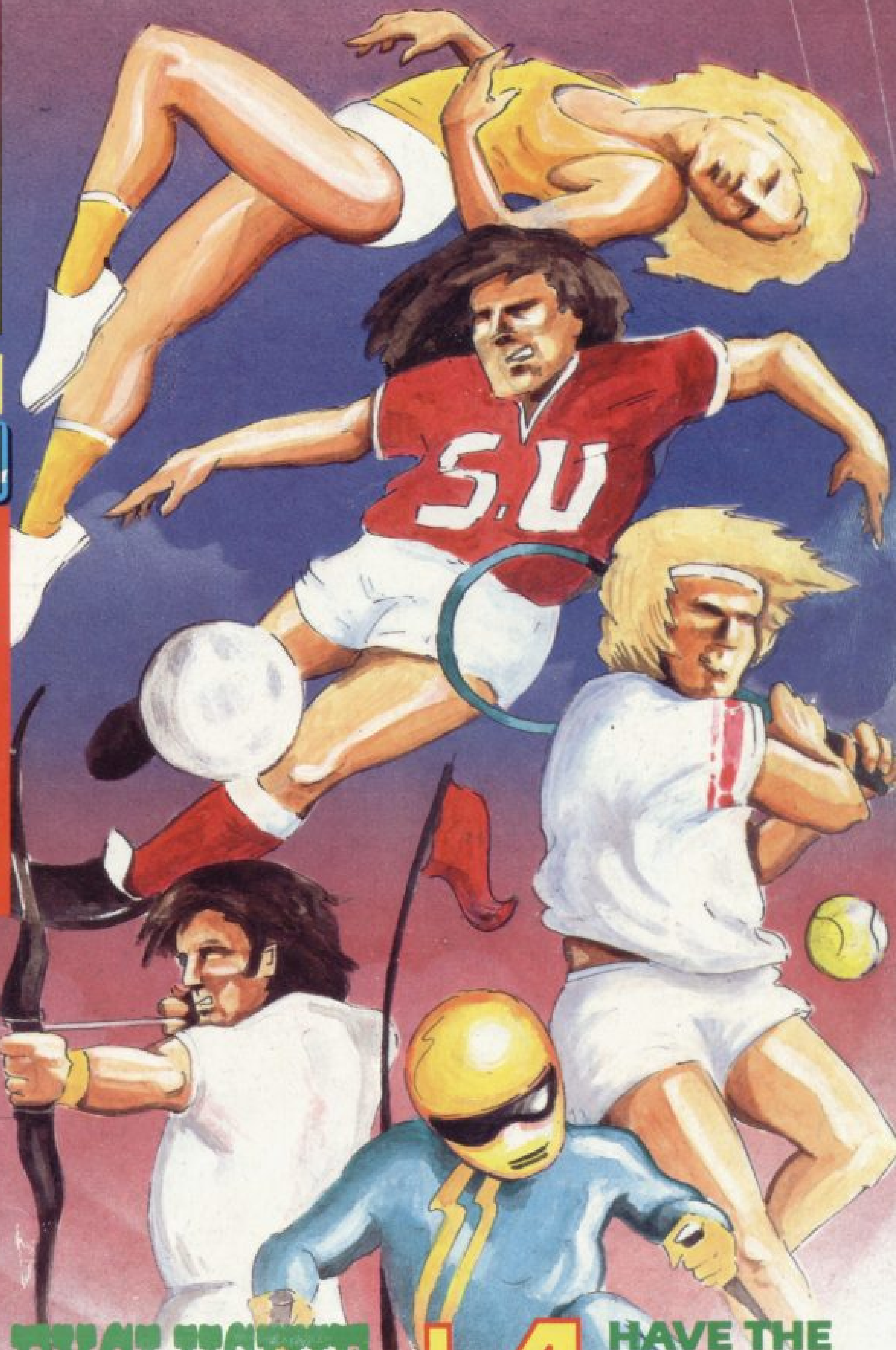
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GREAT 8

GOTHIC - Exclusive Action,
ICON GRAFIX 48K - Exclusive Art
STARSHIP QUEST - Exclusive Adventure
STARTRIP - Playable Game

PLUS

Another Great 8 Utility,
the latest Music Demo,
Pokemania and Tips
Amazing. Excellent!

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contents







SOFTWARE



THE GREAT EIGHT 4

LAST MONTH'S PASSWORD: LADDER

The Great 8 has another set of super games and unbelievable utilities this month including the Password Prize Game **GOTHIK** a sword and sorcery adventure of massive proportions. Also included is **Icon Grafix 48K** easily one of the best art packages ever brought out on the Spectrum. Big Brother will be along next month so if don't be disappointed if you've got a 128K machine it'll be along next month, absolutely free! FSF Adventures is back with the follow up to Magnetic Moon, **Starship Quest Part 1** another text adventure. We've got another fully playable shoot 'em up **Star Trip**, the follow up to FUSSLOAD - **128K LOAD**, another amazing SU utility, the fourth **Music Demo** and of course, the perfect POKEr **POKEMANIA** and the teriffic tape tips thang **TIPS AMAZING**. Load it, play it, use it.

REGULARS

HOBBIT FEATURE 19

Have the Russians really invented the +4? Or id Big Al talking through his toupe again. Full details are revealed on the latest addition to the Spectrum family. EXCLUSIVELY.



HACKING SQUAD 12

Guess who's got all you need to complete those games that've been hassling you for the last few months (or years). Yes its the very pretty and extremely intelligent Hannah Smith, the terror of the west country in a pair of lycra cycling shorts. But she's not short of tips for your games this month with a map for last month's prize game **LONE WOLF**, Solutions for **Slightly Magic** and **Escape** and POKEs for **Turtles, Gremlins 2** and **Turbo The Tortoise** and some helpful hints on all three parts of **Magnetic Moon**. Essential Reading.

NEXT MONTH COMPO 50

Win another sackload of Dizzy paraphernalia this month. All you have to do is tell us what poor old seymour is saying on the SU Next month page picture.

EDITOR Alan Out and about Dykes DESIGN Yvette West Coast Nichols SU CREW Garth Bright Shirt Sumpter Steve Rainy Holiday Keen Ed Skate Laurence Pete Master of The Runes Gerrard Graham Machine Code Mason Phillip Morse Code Paul The Lift Anglin AD MANAGER Tina Schwing Zanelli PRODUCTION Matthew Leaving on a Virgin jetplane Walker Mr MARKETING Mark Daddy Swallow MARKETING PERSONS Sarah Green Tartan Ewing Sarah Alan it's going to be late Hilliard PUBLISHER Mike Volkspublisher Frey MANAGING DIRECTOR Terry Meetings Pratt (c)1992 EMAP IMAGES 071 - 972 6700 (Just call and say you love us) FAX 071- 972 6701 (Ask Heather to pass on the paper please) SU Priory Court 30-32 Farringdon Lane London EC1R 3AU Colour by those wonderful Colourtech people Printed by Kingfisher Typeset by Altyp inc Absolutely no part of this publication may be reproduced stored in an electronic retrieval system or copied resold etc with the prior permission of the publisher who is a very nice and helpful sort of chap (NOT!) SU the answer to all your problems Need to send someone a get well gift? Pop a copy of SU through their letterbox Troubled by the common cold flu nasty insect bites? Never mind read SU and it'll take your mind off it Want to know whats going on in the world of Spectrum? Look no further All this and more can be yours with SU But I don't think we'll try to show you how to throw plastic objects to your friend

THE GREAT

This month's Great 8 features yet another superb PRIZE GAME, Gothic. An excellent sword and sorcery romp. There is also a fully playable text adventure, the follow up to the very successful Magnetic Moon - Starship Quest, the first of three parts for all you adventure fanatics, plus a full set of hints to help you complete all three Magnetic Moon games. There is a fully playable game - Star Trip (not to be confused with Star Trek unfortunately, but rather good nevertheless) and a superb art package for 48K users - Icon Grafix. Last but not least, by popular demand we've got the 128K follow if to Fuss-Load - and of course tons of taped Tips and Pokes. Unbelievable. Read on.

TAPE RETURN ADDRESS

DO NOT RETURN ANY FAULTY GREAT 8 CASSETTES TO SU TOWERS 'COS WE DON'T KNOW WHAT TO DO WITH THEM. THE WELL KNOWN EXPERT IN THE FIELD IS EVERYONE'S FAVE TAPE MAN - UNCLE HAROLD.

IF YOUR TAPE IS FAULTY RETURN IT TO: UNCLE HAROLD'S POORLY TAPE CLINIC, SPOOL, UNIT 30, DEESIDE INDUSTRIAL PARK, CLWYD, CH5 2NU.

HE WILL CHECK YOUR TAPE AND RETURN IT OR A REPLACEMENT A.S.A.P. UNFORTUNATELY SU OR SPOOL CANNOT BE HELD RESPONSIBLE FOR TAPES WHICH FULLY PASS OUR TESTING PROCEDURES BUT FAIL TO LOAD ON INDIVIDUAL MACHINES.

GOTHIK

Not to be confused with February's (Lords Of Midnight) password 'Gothik', this month's prize games bears more than a passing resemblance to Gauntlet, and is also very much in the style of Dungeons and Dragons.

It's main influence though is Firebird's successful Druid. Which is no surprise because the game was originally published by Firebird. However Gothik's main stand alone feature is the huge depth and the obvious thought that seems has gone into it.

Gothik is set in a variety of passages, all viewed from above. The two main stars of Gothik are the beefy OLAF, a fierce warrior, and the magical OLGA, a sorceress of considerable power. Olaf is, needless to say, far better at anything involving arm use, while Olga is tops at magical japery, but all this information is shown on the status display which you can view by a quick press of the space bar.

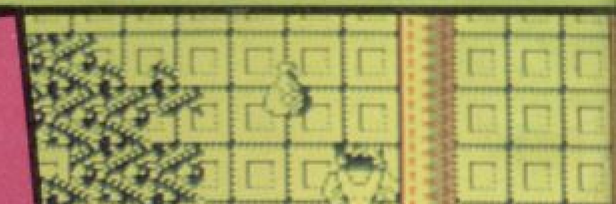
Also on this screen you can examine the effectiveness of your three main weapons; fire, arrows and bolts of lightning as well as any spells which you manage to acquire on your travels. In the middle of the screen is a skeleton which shows you how much of your mission has been completed by glowing when you discover pieces of the wizard.

There are seven levels, each with four sub levels that can only be got to by transporters. And it goes without saying that the passages are all full with beasties of all shapes, sizes and IQs. These include giant gorillas, walking eyeballs and of course the statutory end of level guardians, which can only be defeated by using the correct combination of spells.

In total there are sixteen different kind of potions to be found. Some of these are an absolute god-send, endowing you with extra speed, strength, increased weapon power and a special disguise to confuse baddies. On the other hand some are about as much use as a chocolate teapot, creating problems such as lost strength or speed or even reversing the direction of your controls. So watch out for them.

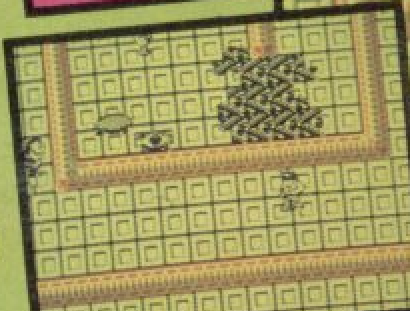
Also dotted along the way are lumps of gold. If you collect enough of these you can exchange them for extra strength or magical power. It would also be an idea to remember that situations crop up where the only way out is to blast away out, so make sure you have plenty of fireballs.

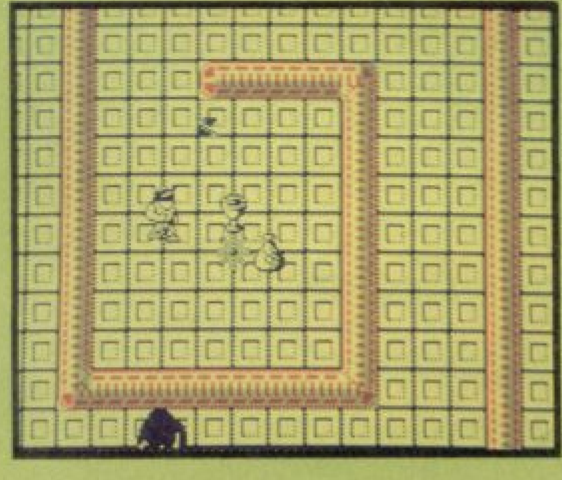
It's quite easy to spend ages wandering around aimlessly, wasting time and energy, so it's a good idea to construct some sort of map and spend your time trying to find the items necessary to complete your mission.

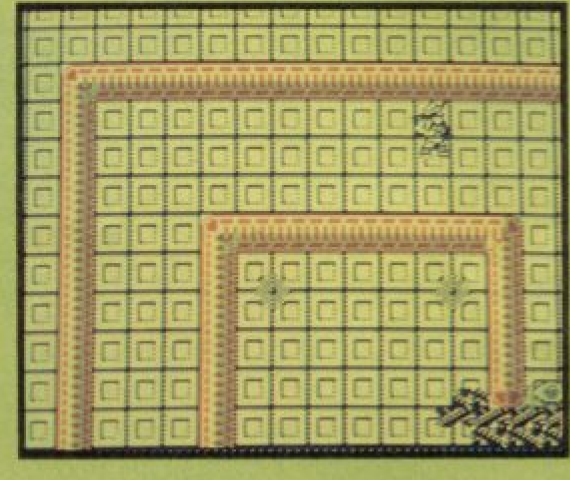


CONTROLS

Q - Up
A - Down
O - Left
P - Right
N - Fire
Space - Select







★ TIPS AMAZING ★

Load In 48K

Yes it's time once more for those stonkingly good (not to mention amazing) tips from Leigh 'Metal Head' Thompson. Included this month are:

A View To A Kill
Cybernoid
Nightmare Rally
Ruff 'n Reddy
Elite
Vampire and Lost Mission
Convoy Raider





128K LOAD

USE MULTIFACE LOAD OPTION, FOLLOW INSTRUCTIONS CAREFULLY.
IMPORTANT: 128K LOAD WILL NOT OPERATE WITH MULTIFACE 3. ANY OTHER MODEL WILL ACCEPT IT.

Following in the footsteps of last month's multiface enhancer, Fussload, which was for use with 48K Spectrums, 128K Load provides a similar tool for 128K machines. As such it's the big brother of fuss load. It backs up 128K programs.

The program to be backed up is compressed for fast reloading. Only a few bytes of the middle section of the screen are corrupted. The program is saved as a non stop file in order to reload without extra time between separate files. At the bottom of the screen, the total number of bytes to be loaded is displayed, ranging from a few hundred to almost 128k. An option of different border colours is included. Remember though IT WILL ONLY BACK UP 128K PROGRAMS.

HOW TO GET STARTED

Unplug your 128k Spectrum and connect your MF v128. Power up the Spectrum and get into the 128 editor basic from the main menu then type USR O. Switch on your MF v 128. Load the program from the tape using the MF LOAD option. After it has loaded it will install itself into the MFs RAM and perform a reset.

HOW TO USE 128k LOAD

Load any program in 128k mode that you wish to back up. At a preferable static point, press the MFs red button. An options menu will appear offering these options: [S]ave [R]eturn [B]order. Press the R key if you wish to return to the program that was stopped. No part of it will be corrupted in any way. Press the [B] key and select from a wide range of border loading colours, these are displayed as two coloured boxes. Press the S key to back up the program in your Spectrum's memory. Answer properly to the next two available options by pressing the highlighted key: [A]bort [P]roceed.

Should you proceed, the program is compressed and you are informed it consists of 1)the loader 2)the main file 3) a last bit of code. Press [BREAK] if you wish to abort saving during saving time. The resulting copy will load faster and more reliably. Never press the reset button when 128k is working. First return to the program you stopped. If you wish to remove the 128k load from the MFs memory without unplugging the computer, return to the program you stopped and press the MFs red button together with the [CAPS SHIFT] and [SPACE] keys.

AT ALL TIMES ENSURE THAT NO COPYRIGHT INFRINGEMENT TAKES PLACE! WE DO NOT CONDONE PIRACY - THANK YOU.

Gothik is this months prize game, which of course means you'll have to figure out SUs special prize game password clue and answer the correct password when the prompt comes up on screen. If you enter the wrong password the program will deny you access to the game. As usual you can either go mad trying to figure it out, wait until the next issue or, if you just have to know what it is immediately phone the password hotline below, which will give you help solving the clue and if you want it, the full answer.

THIS MONTHS CRYPTIC PASSWORD CLUE IS: "SOMEWHERE BETWEEN LUCIFER'S HOMETOWN AND THE WEATHER CENTRE"

If this clue proves too difficult (oh come on, it shouldn't) then phone the **SU Prize Game** phone number below for help.

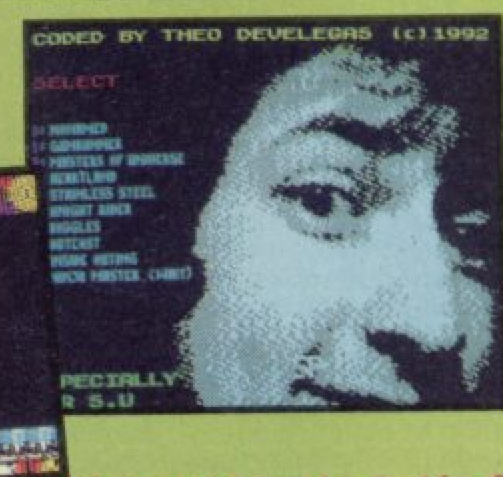
0839 500 819

But do remember that calls are charged at 36p per minute (cheap rate) and 48p per minute (all other times.) Calls should only last for one to two minutes. And remember make sure you get that special security clearance (otherwi..e known as permission from a parent or whoever pays the phone bill) before you dial, or else you could find yourself being flogged publicly when the phone bill arrives.

MUSIC DEMO 4

Load In 48K

Prepare your ears for this month's more than masterful melodies, sonic stonkers, and mind boggling graphics... well maybe not, but it is darn good. Radio 1 pah! MTV Boo! Ya can't touch this. Just Load it up and select from the ten available options.



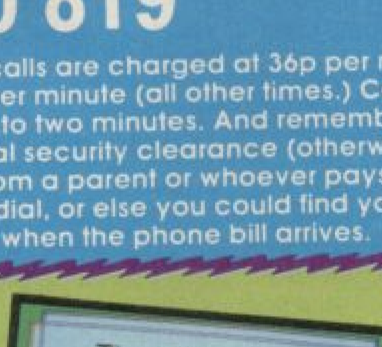
CONTROLS

Keys 0 - 9 (10 tracks)



The Race
Vampire
Twin Turbo V8
Rex
Sceptre Of Baghdad
After The War
Last Mission
Bedlam
Saxion
Psycho Pigs UXB

Just select tips you want and they're all there - on screen.



LAST MONTH'S PRIZE GAME PASSWORD (FOR LONE WOLF) IS: 'LADDER'.

THE GREAT 8

POKEMANIA *Load In 48K Mode*



POKEman is back this month with some more de lightful load in pokes to speed you on your happy games-playing way.
When the menu comes up on screen just select the poke ylou want, load it in and then load your game; couldn't be easier could it. I doubt it.





ICON GRAPHIX

48K LOAD "G CASSETTE" or just LOAD.

Audiogenic

This is the 48K version of Audiogenic's super art package, we'll be publishing part two next month - the 128K version with much enhanced capabilities but methinks you'll like this version quite a lot. Icon graphics gives you lots of options so check it out.

USING ICON GRAPHIX

The screen is divided into two main regions - the drawing window in the middle and the option boxes around the outside. The boxes offer a selection of drawing tools which may be used to create a picture in the drawing window. Whichever tool you're using. It can be moved around horizontally, vertically or diagonally using the keys. (On Keyboard Option)

Z LEFT
X DOWN
C LEFT
V DOWN CAPS SHIFT - ACTIVATE

Or you may use a Kempston Joystick (Directions normal, fire activates).

The tool will move over anything, option box or picture, without effecting it unless you actually touch the screen with the tool by pressing the CAPS SHIFT key (or joystick trigger.)

DRAWING TOOLS

To select any drawing tool simply move the current one over to the box containing the new tool and press. The box will light up green to show which tool has been selected and the cursor will change into the appropriate tool. Icon Graphix always starts off with the felt pen.

FELT PEN (tool = pencil)

The pen can be used to draw directly to the screen: pressing the pen on the drawing window will leave a spot and moving the pen whilst keeping it pressed will leave a free hand line behind. The pen (and also the brush and spray tin-see later) draws in the current pattern which is shown in the square box at the lower right of the screen. This is plain solid ink to begin with, different patterns can be chosen by pressing the box of any desired box around the screen.

All drawing done with the pen, brush, or spray will be in that current pattern until another is selected. The size and shape of the pen can be altered by pressing the shapes boxes (see later.)

SPRAY (tool = spray tin)

The spray acts just like the pen except it draws a fuzzy spray blob of current pattern behind it when pressed. This effect is useful for things like trees, clouds and shading or plain graffiti.

BRUSH (tool = paintbrush)

When you press the middle bristle of the brush onto a region of solid ink or paper, that region will fill up with the current pattern. The brush will fill up any continuous region or even the whole drawing window if required. If you fill up a region by mistake, or in a pattern you don't want you can put the shape back the way it was with UNDO (see later.)

BOX (Tool = pencil)

Selecting box gives you a pencil capable of drawing accurate squares and rectangles. Put the pencil where you want one corner of the rectangle to be then keeping it pressed move it to the opposite corner. The rectangle is dragged out behind the pencil as long as you keep it pressed and remains behind when you release the press.

CIRCLE (tool = arrow)

This tool is like box above, in that you create shapes by fixing one corner dragging and then releasing. However this circle tool will create circles and elipses for you. The elipse formed is always proportioned to fit inside an imaginary box between the first fixed corner and the current arrow position. A perfect circle is obtained when the box is square.

LINE (tool = pencil)

As with box and circle this tool lets you drag out a straight line behind it from a straight point. This facility is useful for drawing diagonal lines and may even be used to draw curves. Due to the lumpiness of any screen curve it is possible to form a reasonable approximation to a curve by joining together small segments end to end.

RUBBER (tool = R in a box)

Pressing this over any unwanted piece of drawing will rub out a bit the same as the square rubber or bigger regions can be erased by dragging it over them. Finer detail erasure can be achieved by selecting the white pen and the white pattern or using magnify (see later.) Note that unlike all the other tools rubber wont let you choose a new current pattern.

PUSH PAGE (tool = crossed arrows)

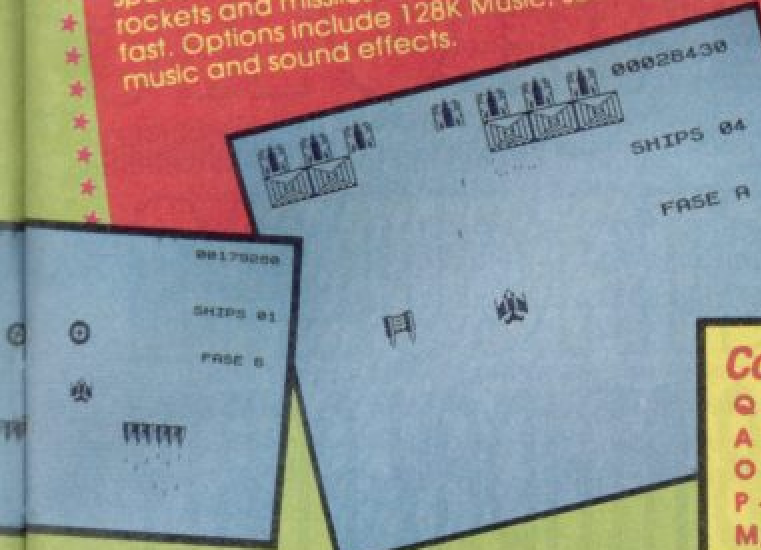
Pressing the push page tool to the drawing window lets you move the whole drawing screen around underneath it. This allows you to re-compose a drawing or get to bits previously hidden by the options boxes, including the normally forbidden two lines at the bottom of the screen.

IMPORTANT: ICON GRAPHICS 48K WILL NOT LOAD ON 128K +2 AND +3 SPECTRUMS. NEXT MONTH'S GREAT 8 WILL INCLUDE THE MUCH ENHANCED 128K VERSION, FULLY COMPATIBLE WITH THE ABOVE MACHINES

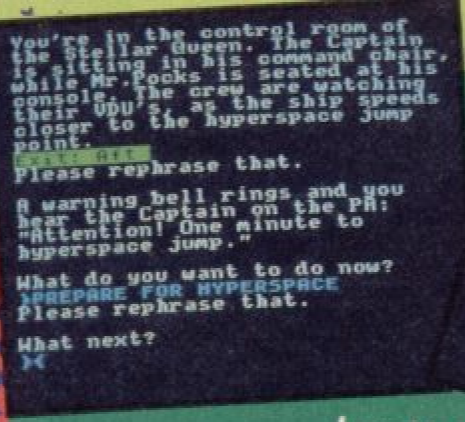
STAR TRIP

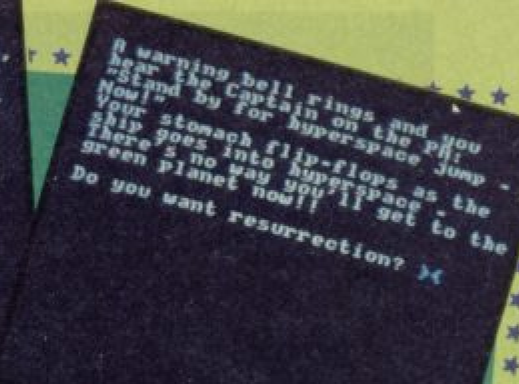
Load In 48K Mode

Star Trip looks simple - it isn't. A very fast moving vertically scrolling shoot 'em up. Star Trip puts you behind the controls of a super fighter rocket, flying a high speed mission deep in space trying to avoid space platforms, planets, enemy rockets and missiles. It's all in mono but crikey does it play fast. Options include 128K Music, sound effects or mixed music and sound effects.



Controls
- Q - Up
- A - Down
- O - Left
- P - Right
- M/N - Fire





Load in 48K

STARSHIP QUEST

Starship Quest is the three part follow up to Magnetic Moon. Lost again in space, you must explore the depths of the universe on another secret and difficult mission. An all text adventure written in the same style as MM but with even more features, characters and interaction. Remember, part two is next month so hold on to your passwords.

COLOUR

Normally any picture you draw will be in black ink on white paper. To add colour to your picture press the square colour box this will put you in colour mode. Any colour you may have previously added will re-appear on the black and white design. A palette of colour options appears at the top of the screen there are eight links (squares marked) and eight paper colours (P) available. You can also see bright and flash with the blue and yellow strip beneath the inks and papers, from left to right the four bars allow you to set normal, bright, flashing and bright flashing.

On entering colour mode you're given an arrow which lets you select one of the two colour tools or the colour options (see later.) The colour tools are PEN - when this is selected you can use it to fill in squares of colour on top of your design, the pen will fill in using the current colour - on entering colour mode the current pattern box is coloured in with the current colour.

PUSH PAGE

This is used in the same way as the ordinary push page tool except in colour mode it will push the coloured squares around and leave the design where it is. This may be useful to match up colours with a design which has been previously been pushed around the screen. The COLOUR options (which you can select with any colour tools) are:

CLS - restores the colours to black or white, no flash or bright. If you wish to start coloring in again from scratch.

UNDO - puts back the colours after a CLS or removes the last bit of pen coloring in.

NEW - pressing the skull and crossbones symbol returns you to ordinary drawing mode, saving the coloured overlay of your design in memory. The colours are placed at the correct location next to the design in memory so that a saved picture can be loaded back later as normal, coloured

SCREEN $ (note that the NEW does an automatic UNDO unless you fix the colours first by pressing the Pen box.)

OTHER FACILITIES

UNDO

If you press this box it will actually un-do the last thing you did - it will restore the screen to the way it was before you last touched it, meaning you can undo rubbing out, drawing, boxes, circles, lines and mistakenly filled regions. The only thing you can't undo is pushed pages but then you can always push it back.

CLS

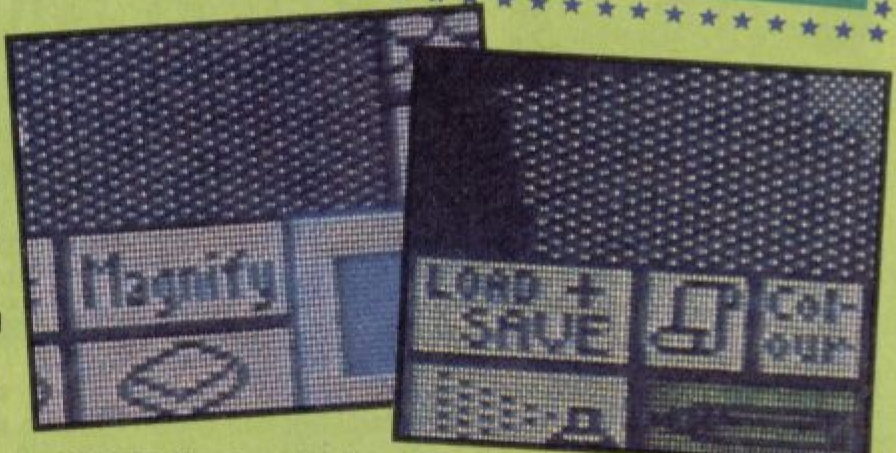
Clears screen. This is also undoable, as above

NEW (skull and crossbones box)

Clears screen, restores current pattern to black and re-selects joystick or keyboard. Cannot be undone, so it asks you if you want to Really NEW first if so press again.

PRINT (scroll of paper box)

Pressing the print button will send all 24 lines of your picture to the ZX printer or any printer which can be directly substituted for it eg: the Alphacom.



SHAPES (tool=arrow)

When you press this option you are given a tray full of 16 different pen shapes to choose from with the current shape ringed. You can either pick a new shape by pressing it with the arrow and then exiting by pressing ok, or keep the old one by pressing undo in the tray (the rest wont respond.) The next time you use the pen it will draw the shape.

MAGNIFY (tool=arrow)

This lets you enlarge a piece of screen so that you can draw on it in single dots at a time for extra detail. After pressing magnify position the arrow over the region of drawing window you want to blow up and press again. Each large dot on the screen may now be set or reset by pressing it with the arrow. To save this new piece of picture press magnify again. The entire subjection can be erased by pressing the rubber box, but to throw away whatever you've done to the magnified piece hit UNDO.

EDIT (tool=pencil)

If you would like to create your own drawing or filling patterns, select any unwanted pattern and then press the current pattern box. It will appear magnified in the centre screen tray with a life sized swatch of pattern above it. You can then alter the pattern by pressing on or off the large patterns dots (as in magnify.) The swatch will show how the new pattern looks normal sized. To save this pattern press ok, pressing UNDO will restore the old one.

LOAD AND SAVE

Upon pressing the Load Save box a menu is given the different Load/Save options available. NB: a picture is equivalent to a screen$ including colour and a document is a picture plus any new patterns you have created.

Press the option desired - you must now enter a filename with which to save or load. Type the filename in the space provided (Caps, lower case numbers and symbols are allowed. CAPS SHIFT Zero will rub out the last character) and then ENTER. You can still go back and change the load/save option at this point if you want. If the filename's no good or you decide not to load or save you can press undo at any point to the main program. Hit ok to actually do the load or save.

CASSETTE OWNERS Load: Position the tape before the tape you want to load - press ok then play on the tape then tape player. Save: Position the tape at any empty section - when you hit ok the program will ask you to start tape as usual.



SPECTRUM SPECTACULAR

ZX 92 THE SPECTRUM'S BIRTHDAY PARTY

Britain's best-selling computer, the Sinclair ZX Spectrum, celebrated its tenth birthday this May, at a party organised by ZX enthusiasts in Cambridge, the Spectrum's birthplace. Our man SIMON GOODWIN, one of the Speccy's most dedicated followers was on site; organising things, having drinks bought for him and generally keeping an eye out for objects weird and wonderful that have been part of the machine's illustrious career. This is Simon's story...

The Spectrum followed in the small but illustrious footsteps of Sinclair's ZX 80 and ZX 81 computers, and was known internally as the ZX 82. A decade on, after some seven million sales of Spectrum variants, ZX 92 seemed the obvious name for the anniversary re-union.

Spectrums, emulators, clones and eager users gathered at the Boat House pub, beside the river Cam in Cambridge. Star guests included John Mathieson, who joined Sinclair Research in 1981, wrote the original Spectrum brochure and tested the ZX ROM before its release a decade ago. Meanwhile MGT founder Bruce Gordon brought old prototypes of his SAM micro, the vastly upgraded successor to the Spectrum, and new hardware under development.

The party featured a soundtrack of Spectrum-generated music, including, for those of you with a classical slant 'Prokofiev's March of the Capulets' rendered for 128K sound chip by muso Jon Bates, and Overture for Toad, an atmospheric MIDI sequence in the style of Philip Glass (though not, naturally).

Cheetah's excellent Specdrum drum emulator was used on many tracks, as were the RAM Music Machine and many home-brewed software for effects and digital delays. Coventry band Relevant P.O.S. contributed catchy pop via their home-made interface for Wasp synthesisers, aswell as making a personal appearance with fans and groupies in tow.

Jamaican reggae and ska were represented by Norman Hall, plus guitar polemic from T1/T0, with former Crash and Sinclair User minion Garth Sumpter on vocals singing a little ditty known as 'Thames Valley Living', a tribute to the hard old days of the early '80s (1880s surely, if Garth has anything to do with it) when men were men. Blues songs from Mel Croucher of Automata recalled the spirit of all those magnificent ZX Microfairs. Even Doctor Who made a contribution, in the shape of an out-take from Automata's classic Deus Ex Machina, narrated by Jon Pertwee!

John Mathieson brought two rare variants of the Spectrum: A white 48K model, produced to celebrate the millionth machine produced, and an unique Spectrum Plus, also moulded in white plastic as an experiment when Sinclair considered changing the case colour for the new model. (If they had turned to white casings then maybe the SAM might have had a black one.)

The original 'Issue One' Spectrum made an appearance, with the last-minute 'dead cockroach' modification exposed - an extra chip soldered upside down beside the main logic array, needed to make early production keyboards work.

Downstairs in the bar another Spectrum development was earning its living. Delegates spotted the Treble Top pub game, a common arcade machine built around the Flare One circuit board. This super-Spectrum was invented in 1987 by three former Sinclair designers. It uses the same Z80B processor as the SAM Coupe, plus custom graphics and sound hardware.

The party attracted many luminaries from the Spectrum sub-culture, with a great spread of backgrounds and ages. The youngest delegate was no older than the computer, while the oldest had retired before the ZX range was born.

Fanzine writers on the spot included John Wase and Nev Young of Format, David Ledbury of ZAT, veteran adventurer Margot Porteus and Fractal guru Ettrick Thomson. Commercial competition was forgotten, as Glen Cook and Andy Wright discussed contrasting approaches in their SAM Game Design suites, due soon from Betasoft and Glenco.

ZX 92 was arranged by Sinclairphile and one-time Crash tipster Simon N Goodwin, and recorded for posterity by local media. Awards of software, publications and hardware were shared in a Spectrum-moderated draw. Top prize was a rare and valuable Currah Microspeech voice synthesiser, donated by Betasoft.

Codemasters Spectrum Compact Disk package attracted attention. This reads games from a normal CD player, linking the headphone socket to the Spectrum joystick port. You get 30 machine-code games, including several big hits, for 20 pounds including the interface, ably demonstrating the size and economies of scale of the Spectrum market.

The range and quality of Spectrum software has encouraged micro users to develop 'emulation' packages that let them run ZX programs on other computers. Wil-

liam James' excellent Spectrum emulator for the Sinclair QL was on display, running ZX BASIC and popular games from QL disk.

The Commodore Amiga has ZX emulators of its own, developed by Digimail of Milan, but the most technically impressive demonstration at ZX 92 was a double-emulation, with the QL Spectrum emulator running sweetly under the Public Domain Qdos emulator for the Amiga, written by Rainer Kowalik of Berlin.

William James is reported to be working on a new native ZX emulator for the Amiga, which promises to be the fastest and most compatible yet. A Spectrum emulator for the Atari ST is also said to be circulating in the Public Domain.

Andy Wright's ZX emulator for the Amstrad CPC range made a showing at ZX 92, alongside similar programs for the SAM Coupe, which was designed to run 48K Spectrum programs from the start. Bruce Gordon brought the original SAM prototype, hand-built on four circuit boards, with hundreds of TTL chips standing in for the custom ASIC in production models. He also displayed the latest model, shorn of MIDI and TV circuits to fit a paperback-sized board, and intended for process-control applications.

No less than three emulators for IBM PCs turned up at the party, via Germany, Spain and Holland, along with hardware emulators for minority British designs like the Memotech MTX and Tatung Einstein.

It is still early days for emulation software, and you need a fast processor to match the speed of the original micro, but the future looks rosy as programs proliferate and chips rise to the challenge.

ZX '92 was a successful day out in Cambridge with the best of Spectrum and Spectrum people. Will there be a ZX 2002 in ten years time? If there is maybe Big Al' will make it along this time.

MANSELL MAKES IT



Good news from Gremlin Graphics who have announced that they are going ahead with their Nigel Mansell racing simulation licence on the Spectrum aswell as all previously approved formats. Although they announced some time ago that Space Crusade would be their last Speccy title they have now come out in favour of producing this high brow racing title, following in the footsteps of other great motor racing titles from the same label like Lotus Esprit.

Spectrum Mansell is not actually due out until late autumn as it's some way behind others formats in terms of development but it should be out by Christmas at the latest and promises to be one hell of a title. However a question mark still remains over further titles from the Sheffield based company. Will a follow up mission expansion pack be available for Space Crusade in the same way as Return Of The Witchlord followed up Heroquest?

SINCLAIR AND SAM SHOW

It looks as though 26th September could be a good day for Spectrum enthusiasts as there is a special Spectrum and Sam show taking place on the 26th, from 10 am to 4 pm. Never mind all these big all format shows this one is concentrating solely on our beloved Speccy so there should be lots of techie and gamesplaying enthusiasts attending.

This could be the place to pick up that game that you've sought after for so long, or that piece of equipment, or that valuable Speccy contact. More likely to be a micro fair instead of a Microfair, organiser Alex Kinch has planned the Spectrum And Sam Show as an inexpensive, big day out for everyone.

It is being held in Pickhurst Junior School, West Wickham, Kent on a Saturday, which should make it accessible to most (in the south anyway - but what about all our fine northern and Scottish Spec-chums). Tickets for visitors are very reasonable at £1 in advance or £1.50 on the day while stands for exhibitors are even more reasonable at £10.00 or £15.00 on the day, so if you have anything to sell or anything to show then get in contact with Alex.

More information and ticket/stand application forms are available from Alex Kinch, Sinclair And SAM Show, Pickhurst Rise, West Wickham, Kent, BR4 OAG. With a stamped adressed envelope of course. Check it out, we might see you there.

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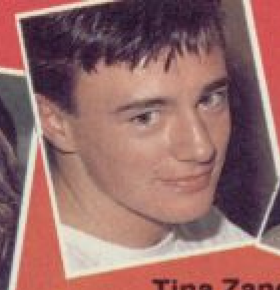
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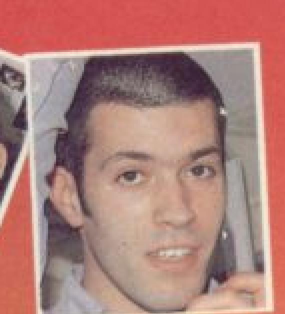
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SU CREW







Everyone likes to pig out while playing computer games. I mean let's face it, whether you're destroying mad meanies from space or wimping out of a confrontation with Indy's Nazi foes or Hulk Hogan you're gonna want to keep those energy reserves up by stuffing your face. As usual the SU Crew are on hand with excellent culinary advice.

Yvette Nicholls
Art Editor
When she's not banging out a high score on How To Get A Mag Out On Time And Still Remain Sane Yvette loves to tuck into a nice jar of peanut butter. Alternatively she can be found munching on tinned minced beef, smash, deep pan pizzas, rice crispies or a bagel topped off with smoked salmon flavored cream cheese. Of course given the option Yvette could subsist solely on vegemite (an antipodean yeast concoction) but she's not allowed to bring the stuff into the office... Last time she did it got into the Speccy and it took three months for an army of specially imported New Zealand bred ants to eat it off the Z80.
Fave Games: Turbo Tortoise, 3D Snooker

Alan Dykes
Editor
In between playing Super Advanced Better Than All The Rest Top Notch Highly Realistic Knitting Simulator, and doing his bit for Anglo Irish relations, Big Al likes nothing better than to tuck into a nice chocolate fudge cake. Also top in the big ones culinary culminations are chocolate eclairs, chocolate sponge cake, hot chocolate, chocolate ice cream and to round it all off a nice bag of dry roasted, chocolate covered peanuts. What a guy.
Fave Games: Indy 4, 3D Pool

Paul Anglin
Wacky Dude
In between watching Liverpool videos, listening to U2 and playing SMASH TV the youngster of the bunch (provided his resident cook/mother isn't busy) likes nothing better than to chew on a box of chocolate chip cookies and slurp an ice cream soda. Also amongst the short ones fave dishes are deep pan pizzas with ham, mushrooms, pepperoni, peppers, onions and spicy beef, finished with a round of garlic bread and mozzerella cheese.(That's why he's a fat so and so - Al)
Fave Games: 3D Snooker, Turbo The Tortoise

Tina Zanelli
Ad Manager
Tina's favourite game is trying to create extra pages in the mag so that she can fit in all the ads she's wangled. But when she finds a spare minute she likes nothing better than to dive into a huge tub of Haagen Daz chocolate ice cream. But this can be a trifle fattening so she does have a few low calorie dishes on her menu; popcorn, ricotta cheese tortellini with double cream, two thousand cloves of garlic and a litre or ten of fine (non-alcoholic) Italian vino, all shared in the company of a certain Christian Slater.
Fave Games: Little Puff (Quattro Collection), Megasports

Matthew Walker
Production Editor
Well folks it's a sad bye to Matthew this month. It seems as though it was only yesterday that he arrived along to SU Towers eating raw garlic with tomato ketchup dressing. Now he's off to pastures green to eat some grass which, I'm told, he's very fond of. Before he goes he wants to say something to all of you; "I'm off!" Eloquent as always, Matthew will be sorely missed.
Fave Games: Addams Family, 3D Snooker.



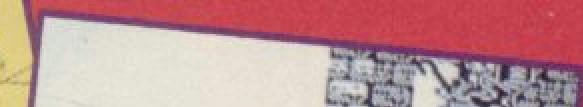
HACK SQUAD

It's tips time again. Doesn't it come around quickly these days. I must admit that I'm not really in the mood for working at the moment. I've just come back from a fab weekend pottering around Yorkshire. I've resisted the temptation to include all my holiday snaps, as most of them are quite boring and involve the dashboard of the car and indiscriminate clumps of grass. Anyway, there's the usual excellent selection of tips and things. Just make sure you keep the letters rolling in. Else I'll be cross.

INDEX







HANNAH'S POKEs

Gerald Noble, who lives near Stroud in Gloucestershire, must be surgically attached to his keyboard these days. This month he's sent in an enormous selection of POKEs which are sure to be of some help to someone. Take it away Gerald....

TONS OF TIPS

ARMY MOVES

Steve "Wolverine" Kavanagh (though I dread to think why you've got that nickname) has sent some useful tipettes for Army Moves. This is only a small one, but then it's a very difficult game (according to Steve) The access code to part 2 is 27351. and also...

Army Moves. This is only a small one, but then it's a very difficult game (according to Steve) The access code to part 2 is 27351. and also...





LITTLE PUFF

These tips will help anyone finish the game. You will need:

Rubber ring and foot pump = access to water

Bottle and decorker = 2nd piece of ticket

Hammer and box = key 22 to open door between first and third levels.

Tin hat = to prevent the coconut from killing you.

Coconut = to keep lever down to shut electric zapper down.

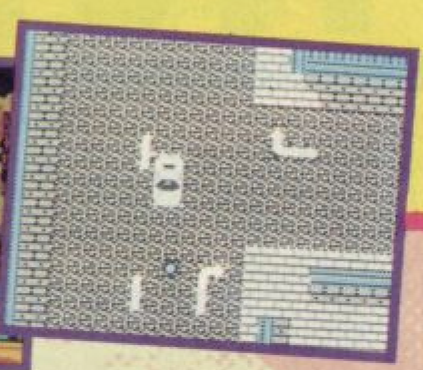
Coconut and saw = 1 gold coin to pay dragon for bridge toll. Lay this at his feet.

Items not needed:

Fork, gun, diamond, shade and 10p coin.

By the way Steve, your writing is quite beautiful and I really liked the cute and cuddly writing paper. (Not!)





1943

Infinite rolls - POKE 53158,0
Infinite energy - POKE 57538,0

720 DEGREES

Infinite bits - POKE 35714,183
Infinite lives - POKE 40774,0
Infinite money - POKE 40360,0
Infinite tickets POKE 37357,0

AUF WIEDERSEHEN MONTY

Harmless crushers - POKE 47715,201
Harmless aliens - POKE 42160,201
Infinite lives - POKE 41139,0

FIRELORD

Infinite lives - POKE 34509,0
Infinite energy - POKE 34984,58
Barter energy - POKE 39777,24
No nasties - POKE 22916,201 47110,201 Indestructible - POKE 39169,24

JACK THE NIPPER

Immunity - POKE 44278,58 44285,58

PI R SQUARED

Infinite lives - POKE 38752,0
Infinite energy POKE 38481,0

TURRICAN

Infinite lives (Hex) 8A84,0

CAPTAIN PLANET

Infinite lives - (Hex) D640,0

TURTLES (Arcade)

Infinite lives - (Hex) 8DA1,0

GREMLINS II

Infinite lives - (Hex) 90CF, FE

TURBO THE TORTOISE

Infinite lives - POKE 53693,61

TAI CHI TORTOISE (again)

Never let it be said that we at SU are not big enough to admit when we make mistakes. We are only human, if you prick us, do we not bleed, if you tickle us, do we not laugh, etc..etc... Al (Lemonjuice) Jones has written in duly rapping me over the knuckles and pointing out that I left a vital bit of data out of the Tai Chi Tortoise POKE published in the June edition of SU/CRASH. So, for all you frustrated POKErs who can't get the routine to work, here it is again. I don't want to make excuses but you know how it is when you've had a long day at the office. Big Al has superglued me to my chair and I can hear all the other SU staff laughing and playing outside in the summer sunshine. I would dearly love to join them, but I've only another 14 hour's work to do before my next coffee break. It's a hard life and sometimes mistakes do slip through, when your eyes are so tired that you can barely focus on the monitor and your fingers are so tired that you can hardly press the keys. But I go on, gentle reader. Why? Because every month I think of your eager, happy faces as you open the latest edition of SU and turn to the Tips section. Sigh. It's enough to turn a Girlie Tipster to drink (Ribena at the moment) without nasty, vicious letters telling me I've made the odd mistake.

Oh, and by the way Al, Big Al (our Leader here at SU) did come into my office once with a big stick. He didn't try it again... Once he'd got out of hospital and they'd taken the plaster off. Here we go. Again. Items are for Tai Chi Tortoise: 0=card: 1=card: 2=card: 3=card: 4= fire extinguisher: 5 = battery: 6=heart: 7=handle: 8=boot: 9=component: 10=bottle: 11= pick axe: 12=hammer: 13=spade: 14+arrow: 15=fire power: 16=circle: 17=key part: 18=key part: 19=key part 20=coil: 21=bucket: 22=rope: 23=rat: 24=ice: 25=clock: 26=stool: 27=drill

And here are the POKEs

```
10 BORDER 0: PAPER 0: INK 0: CLS:
CLEAR 24959
20 LOAD "" CODE
30 POKE 24990,205: POKE 24991,0:
POKE 24992,91
40 LET a = 23296
35 LET lemonjuice = 24960
50 READ j: IF j = 999 THEN RANDOMIZE
USR lemonjuice
60 POKE a, j: LET a = a + 1: GOTO 50
70 DATA 175, 50, 97, 254: REM INF
LIVES
75 DATA 62, 201, 50, 35, 222: REM INF
ENERGY
80 DATA 175, 50, 40, 254: REM IM-
MUNITY
85 DATA 62, n, 50, 121, 207: REM ITEM 1
90 DATA 72, n, 50, 126, 207: REM ITEM 2
95 DATA 62, n, 50, 131, 207: REM ITEM 3
100 DATA 195, 137, 98, 999 REM DON'T
DELETE
```

Simply use the which POKEs you want. You can use all of them, or just one. Change the 'n' in lines 85, 90, 95 to the items you want when starting the game.

Mark Stevens, of Camberwell, London, has written in on a couple of occasions with some POKEs and at last it looks at if he's going to get his hard work printed....oh, perhaps not. Apparently there's no more space. Ha. Just joking.

MIAMI CHASE

35928,0 - this makes the game easier by adding more crooks' cars.

KLAX

39143,0 - extra credits

TOMCAT

36150,0 - infinite lives

COMMANDO

27653,0 - infinite lives

HACKING SQUAD

SOLUTION CITY







SLIGHTLY MAGIC

Rob Hynes from Gateshead, Tyne and Wear is a very sick person. I'm not going into detail as this is a family magazine. But take it from me, Rob, you need help. Soon. Anyway, for the time being we shall overlook his distressing condition and concentrate instead on the superb solution which he is kind enough to share with us. I've had several letters this month asking for help with the Dizzy game Slightly Magic, so here it is:

From the start screen R, get purple bucket, L give bucket to the purple dragon, L, get blue bucket, give this to the dragon on the same screen, get green bucket and the megaphone. R, R, give bucket to green dragon, L, drop megaphone on stairs, L, D, D get pile of stones, R, give to rock monster, L, get skull, up (using the white dots which appear), get magnet, U, R, drop skull on stairs, R, up stairs to first ledge. Jump onto ledge, U, R, R, D onto second ledge above the green dragon.

L (the spell book can't be collected yet, only read). Drop fright spell on stairs, L, L, D, D, R, U, use dots to jump[on ledge, use pin, L, U, R, get wand, L. D, R, go back to start screen, get skull, megaphone, fright spell, R, R, up stairs to first ledge, jump onto ledge, U, R, R on ladders, U, L, L, L, use fright spell, get hearing spell, D, same as before to spell book. Jump onto second ledge, U, L, use hearing spell, L, up stairs onto ledge. On second ledge, jump up then right, R, get flea spell, L, L, D, D, get flea collar, R, R, up stairs, same as before, on first ledge, jump U, L, L, D, go back to the two guards, jump right (you should be behind a big head), use flea spell, L, D, up lower set of steps, L, jump over banana, get watering can, L, L, get fish spell, R, R, up second ladder, R, R, up ladder, L, L, L, L, D, R, D, L, drop water can by plant shoot, pick up water can, climb up flower, R, up steps, R, R, drop water can.

Go back to flower, R, up second ladder, R, get scissors, go back to watering can, R, use scissors on Yo-yo, get bowl, get watering can, drop can at yellow patch of ground, walk onto water, D, use fish spell, U. L, get explosive spell, R, R, drop explosive spell, L, L, L, D, L, U, get jelly, go back to explosive spell, down first hole, L, give jelly to jellyfish, D, L, L, get plunger, back to explosive spell, get spell, go down second hole, L, L, use explosive spell (you should be in the clouds now), drop fish spell, L, get candle and flight spell, D, L, L, L, use candle to frighten the elves, L, pick up feather, R, R, R, into house, use flight spell to get the water pistol L9 to return to normal after using the flight spell, go to ground level and press down).

Go back to where you found the feather, L, giver water pistol to the purple dragon, use flight spell, U, U, U, get cook spell, D, D, R, R, R, drop cook spell, L, jump up purple plant, then up and right (you should now be back in the clouds). Get invisible spell and dead mouse. D., drop invisible spell, do it again for the dead mouse, go back to the three dragon, get key, go to where you left the spells, drop flight spell, get dead mouse, go to house, stand on the yellow part of the floor, use key, down to bottom of the stairs, jump up, then right, drop mouse, get cream, get invisible spell, get flight spell, \I, up purple plant, as before, go right to the witch, use flight spell, use invisible spell, get spoon of sugar next to witch's nose, D, cook spell, go to house, use flight spell to get to the gingerbread men, use cook spell, go back for penny (money - not to spend one!), go back to house, R, use penny at well, jump down well, up and left, \I, get suntan lotion, R, R, D, L, D, R, jump right, give lotion to the red dragon and you've finished the game.

Rob has another tiny tip for all of you anticipating forging through the game: don't forget to collect any stars that you see along the way!



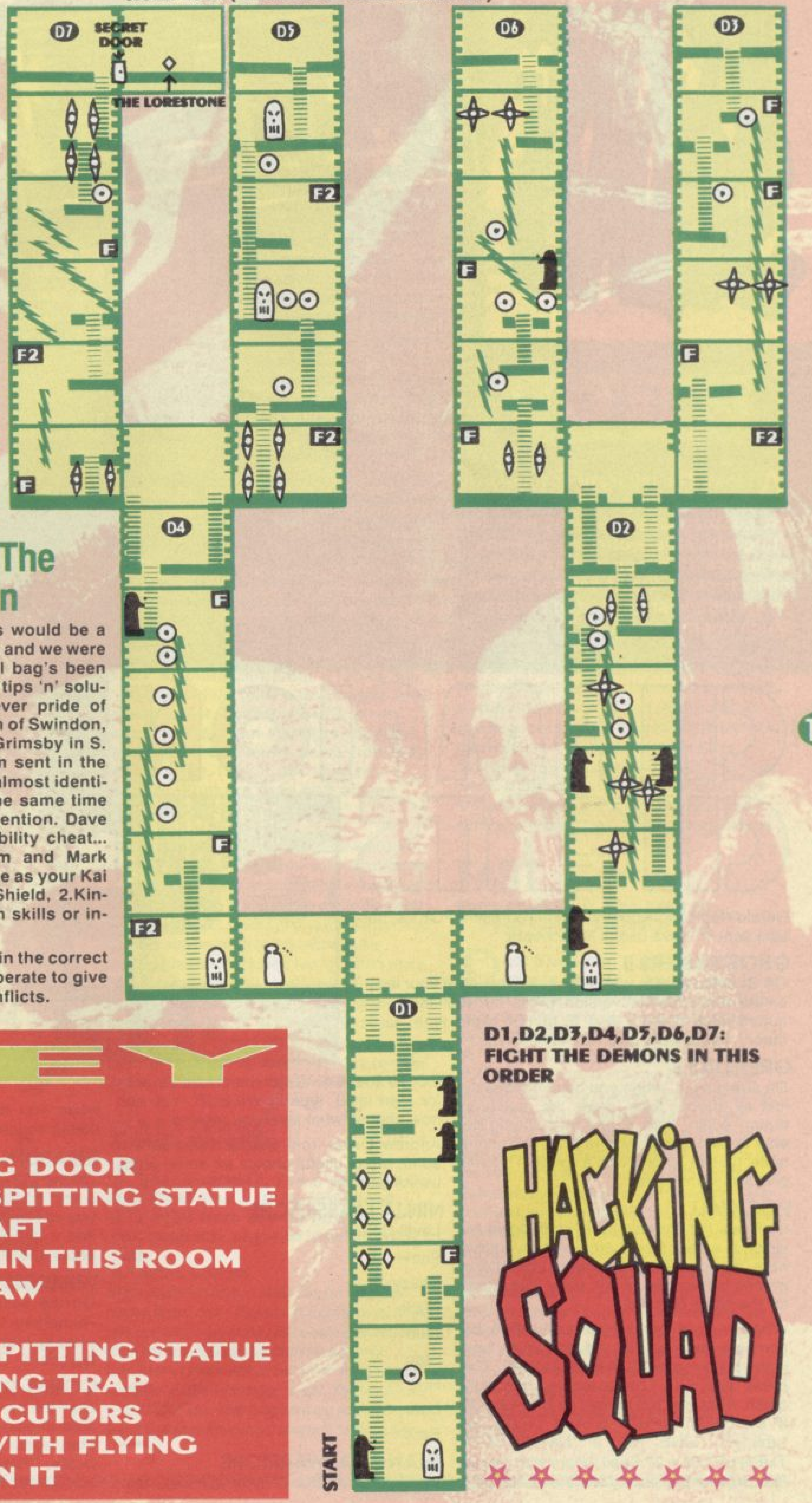


ESCAPE

Philip Dilks from Malpas in Cheshire has been working very hard and has come up with the solution to Escape which was given away on the front cover not so long ago.

Take candle, push table, South, take calendar, shake calendar, eat dates, South, sleep, examine bed, North, North, play tune, East, East, cast POLICE spell, unlock safe, South, South, cast BUZBY spell, cast SWAN spell, North, East, take oil, take lamp, rub lamp, cast DALLAS spell, West, West, oil hinges, open trapdoor, West, cast HEINZ spell, West and you've done it!

MAP



LONE WOLF - The Crypt Of Trogan

Well, well we thought this would be a popular title for the Great 8 and we were right. This month the mail bag's been simply bulging with hints, tips 'n' solutions to the game. However pride of place goes to Mark Derham of Swindon, Wilts. and Dave Smith of Grimsby in S. Humberside both of whom sent in the following map (they were almost identical and were opened at the same time so they both deserve a mention. Dave claims to have an invincibility cheat... but we don't believe him and Mark reckons you should choose as your Kai skills the following; 1. Psi Shield, 2.Kinship, 3.Healing, 4. Weapon skills or invincibility.

You must engage in battle in the correct order or the lifts will not operate to give you access to the final conflicts.

D1,D2,D3,D4,D5,D6,D7: FIGHT THE DEMONS IN THIS ORDER

KEY

- LADDER
- WALL
- SPITTING DOOR
- LARGE SPITTING STATUE
- LIFT SHAFT
- D DEMON IN THIS ROOM
- CHAINSAW
- FLOOR
- SMALL SPITTING STATUE
- DROPPING TRAP
- ELECTRICUTORS
- F ROOM WITH FLYING THING IN IT

HACKING SQUAD

HACKING SQUAD







HELP

At last! The message is finally getting through! This issue the postbag was positively bursting with letters offering all kinds of advice, from completing especially tricky parts of games to how to get ribena stains out of carpets. Much appreciated.

Firstly, Theresa McLees has written in on behalf of her son George, who is ten. The cunning lad has managed to find a way of getting past the big spider on stage four of Rainbow Islands, as requested back in the May issue of this esteemed mag.

When you get to the screen where the big spider lives, stand in the middle of the 10th brick on the floor. Now, stay there and don't move, except to fire a rainbow at the spider everytime he comes down on either side of you. Then as he goes "fzzfzfzz" shout SUCKER! (Heh, heh that'll sort him out.)

There, hope that clears that up. In return Theresa would like some help getting past the first three screen of the Addam's Family.

Ann Walsh from Leeds desperately needs some assistance as she has become totally becalmed in Semour Goes to Hollywood.

Ideally she would like someone to send in the complete solution, but POKEs or even a map would be a start.

C J Stanely of Bolton in Lancashire has decided to come clean and stop being selfish.

Mrs L Simpson was stuck on Slightly Magic when it came to getting the magnet. So this tip, used in conjunction with the complete solution we've published this issue, should set you on the road to glory, Mrs S. (Do you know anyone named Bart or Homer?)

Drop to the bottom of the shaft, pick up the pebbles and feed the rock monster with them. The return to the bottom of the shaft and jump up using the stairs (these appear as white dots). Once you have the magnet you can progress to the room where the pin is. Now just follow the rest of the solution in this issue.

CHAMPION CHEATS









Gerald Noble, not content with his acres of POKEs, has also sent in these useful little cheats:

GHOSTBUSTERS II

On Ghostbusters II, when you have lost all of your lives on the 48K Spectrum version, press the multiface button, then press T and E at the same time. In theory this should give you infinite lives.

GREMLINS II

On Gremlins II, when you have carelessly lost all of your lives, press the multiface button again, then E and you should be able to skip levels. Also on the high score table, type In Sinatra with a space. This will give you infinite lives.

ROCKFALL

D. Ross (bit formal) lives in Bridgwater, which is where I lived once. No favoritism here, though. The only reason this letter's printed is because of this natty little cheat for the game Rockfall.

When on level one, kill yourself. When the computer asks you for the start level, type in the following: wllBuR (just like that). The press ENTER. The computer will duly crash. Alter line 205 to read as follows: 205 IF BL THEN: INPUT " START LEVEL (0-";(bl);")?"; LINE N$: IF N$-"WILBUR" THEN LET BL = 27 Spell Wilbur with capital letters this time. To resume the game, type GO To line 305. When the computer asks for start level, type in WILBUR. You can now choose what level you require.

Andrew Owen from Bradford has sent in some pretty useful cheats for some pretty useful games:

NINJA MASSSACRE

Level Codes:

Snow

Eeazy

Rock

Blue

Stag

Hull

Beer

Bard

SHANGHAI WARRIORS

On the score board type outland. then when you are playing the game press delete and the punks will die.

TREASURE ISLAND DIZZY

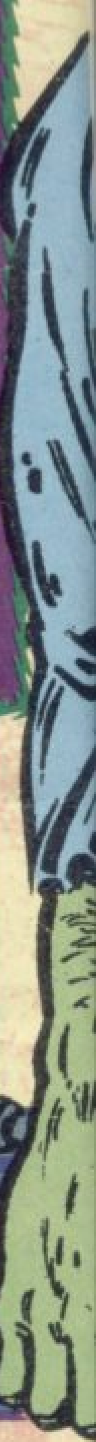
On the title screen hold down the keys o, a, p and enter. Then by pressing C to cheat you can make Dizzy dissapear. Now use z and x to select the screen you want and press space to start on that screen.

THE UNTOUCHABLES

On the score board type your name as Humphrey Bogart. Then, whilst you are playing hold down the right hand side of the keyboard. This skips levels.

COUNT DUCKULA

Start the game, then hold down all the keys. This should quit the game, but when you start again you will be in a banana milk bottle. Then, when you get one key you won't need to get any more.



SPECMAN



Specman is back with more useful tips for all you loyal Spectrum lovers. His info this month includes letters on key board repair, programming and random access memory. Remember, keep those letters coming in, no problem is too difficult for Specman (well except perhaps the current budget deficit).

COMPILE WITH A SMILE

Dear Specman, I'd like to write machine code but it looks impossible. I've read a few books and now I know it's impossible. However I've heard of a program called a compiler that turns basic into machine code. I can't find one anywhere. What are they and please find me one.
Gary Harris, Crawley.

Well a compiler is a halfway house between basic and machine code. It turns your basic program into a semi machine code program. What machine code can do in a couple of instructions a compiler could manage about 40, so it's by no means perfect. The compiler also needs to be left behind in the compiled program because it has to interact with it. They are simple to use but not made anymore. However that hasn't stopped some big selling games being written by a compiler. The Shaw brothers have written all of theirs using one. However watch out, because very soon a compiler is going to be featured on the Great 8.

RAM BAM

Dear Specman, I've a +3 with a RAM disk built in, how does this differ from saving on a disk? I can't see any place to insert a RAM disk.
A.Taylor. Suffolk.

Slight confusion here, a RAM disk isn't like your normal floppy disk - it's just a computer term. A ram disk is a temporary place where data is stored for a short amount of time. The problem and only drawback of a ram disk is that when you turn off the computer all the information is lost. You would use a ram disk if you were programming something and wanted to save the current program, make a few alterations and see what happened, or if you had a picture on screen and you wanted alterit but still keep the current changes to go back to etc.

MEMBRANE PAIN

Dear Specman, I have a spectrum+2 and a standard 48k spectrum, the problem is that at the moment the keys from row Q to T and from other certain points on the keyboard don't seem to work when I press them. I went out and brought another Spectrum to remedy this but it's now happening to this one. What's up? What can I do? Bearing in mind it's not easy to get near a repair shop where I live.
BFPO, Cyprus.

Okay, quick flick through the mag. The problem you have is that under the keyboard there is a paper thin sheet called the key membrane. After a number of years it wears out at all the contact points. As soon as one contact wears out the whole keyboard row wears out. The only way to repair it is to purchase a new membrane. Don't worry they're not hard to fit and usually come with instructions. Try writing to Bentleys, ace or Omnidale all of whom advertise in these pages. The membrane costs £6.

FAST PROGRAMMING

Dear Specman, Last month a reader wrote in saying that in a game there was a mention of a Pds system for writing on a spectrum with. What is it?
A. Micheal, Lowerstoft.

PDS is an acronym for Program Development System. Now you all probably thought that all the mega games you see every month in SU are written on a Spectrum with a chap at the plastic keyboard and an assembler loading from tape all the time. Not true. This is where PDS comes in. This package runs on a PC and allows that PC to communicate with a Spectrum via a lead plugged into the rear edge connector. Using this the programmer writes and assembles all the Spectrum code on his PC. He then sends this data down to the spectrum which runs the program. If the program crashes it's no problem because all the code is still on the PC, he just has to alter it and send it all back down to the spec. The whole process takes about 4 seconds for a 128k program to be assembled and run - and that's about 1000000000% quicker than writing it on a Spectrum!

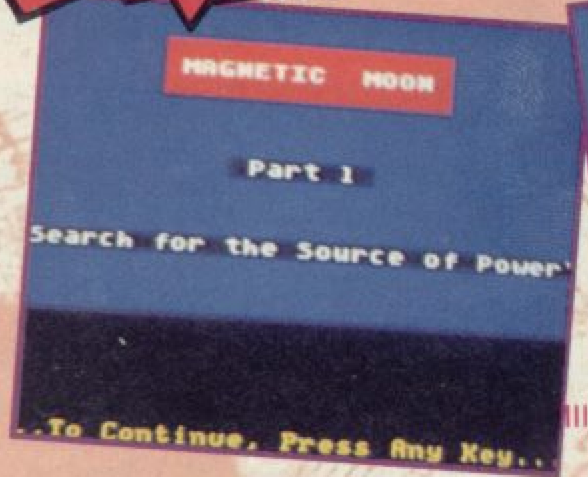
Please, I know I keep saying it but no self addressed envelopes with your letters. I simply don't get time to reply to your letters. The only way you will get a reply is through the pages of this magazine.

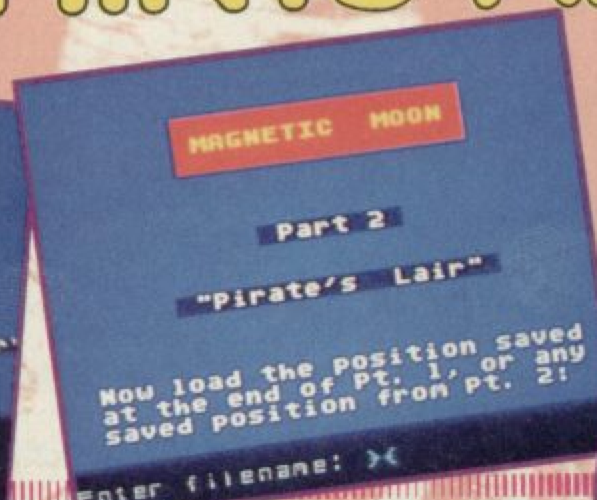
HACKING SQUAD

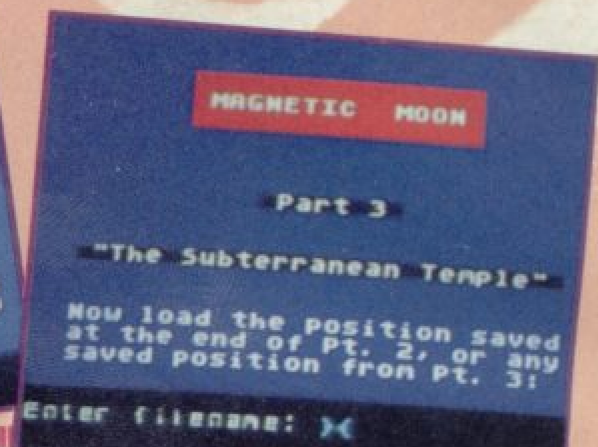
MAGNETIC MOON

48K VERSION

HINTS AND TIPS







Problem: PART 1

1) Caught leaving the control roorn.
2) Can't get past the guard outside engine room.
3) Don't know what equipment to take.
4) Dead end at wrecked freighter.
5) Trapped in hold of freighter.
6) Get crushed by falling roof plates.
7) Can't find anything to prop roof plates up with.
8) How do I get the girder up into the doorway.
9) How do I get out of the freighters communications room.
10) I get lost and die on the endless plain.

Solutions PART 1

1) Wait around until the captain & 1st officer leave.
2) Find something to wear so he can't see your face.
3) You need a flashlight, laser cutter, forcer, rope & grapple, space axe, backpack and bubble helmet.
4) Look up at the bow end then use your rope and grapple.
5) Look up where you landed - jump onto what you see.
6) Prop them up with something strong.
7) Examine the pile of wreckage, then use your laser.
8) Find some wire and pull it up.
9) Use the laser then space axe.
10) Follow the tracks.

Problem PART 2

1) Stuck in the tunnel:
2) The droid picks up what you drop to map the ducts:
3) Two space pirates come along and kill me:
4) Pirates kill me even though I hide from them:
5) How do I get through the security doors:
6) How do I get into the room where the man with the card is?
7) I get killed when I enter the sick bay:
8) How do I deal with all the space pirates?
9) How do I knock out all the pirates but not myself?
10) Got the 'Helmet' but still can't KO the piates:
11) How do I get Ryrzq to the door?
12) Get trapped when a door closes behind you:
13) How do I turn off the power?
14) How do I escape from the installation?

Solutions PART 2

1) Push the crate along the tunnel and then climb onto it.
2) Examine the paper - go in the opposite direction it blows in.
3) Find somewhere to hide from them - try an empty cupboard!
4) You must cover your tracks and replace both of the grilles.
5) You must find a pass card.
6) You must record the guard's voice when he returns from looking for the scientist's notebook. You must then get him to open the door with his hand.
7) Go quietly - hit the medic with something heavy.
8) Knock them out with a bottle of anaesthetic gas in the theatre.
9) You need a makeshift space helmet - you'll find it in the cleaner's stores.
10) Go to the air plant, cut a hole in the air pipe then insert the valve into the hole.
11) Pull him towards the door.
12) Pull Ryrzq into the doorway.
13) Read the scientist's notebook and the notepad you will find elsewhere.
14) Through the door marked with a greek letter.

Problem PART 3

1) Poison breathing monster kills you:
2) How do I get across the hole?
3) How do you follow the dwarf through the thorn passage?
4) Don't know what to do after you meet Jaelaine:
5) How do I get into the pathfinder?
6) The inner door is closed and the laser is useless:
7) Get killed when the pathfinder explodes:
8) How do you get back to the Stellar Queen?

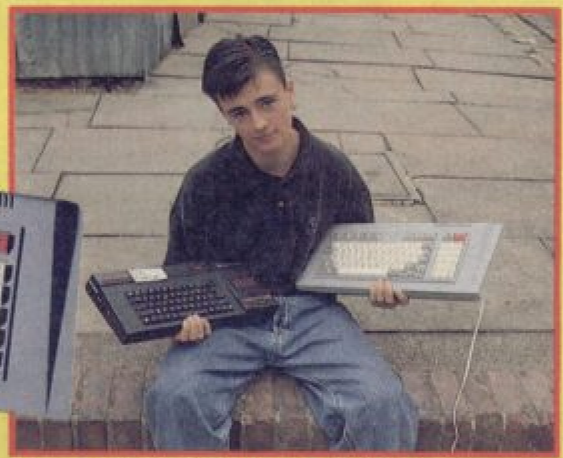
Solutions PART 3

1) Spray it with oxygen.
2) Search the rubbish, throw what you find up, throw the rope and the grapnel over the pole then swing across the hole.
3) Go over to where you saw him and examine the roof. Eat what you find and spit into the flower.
4) Examine both statues - they both need something doing to them.
5) Examine the hull of the ship then pull what you find.
6) Roll the dead pirate over - use what you find.
7) You must not waste any moves after you cut the airlock door open.
8) Switch on the distress beacon.

THE HOBBIT

The Hobbit 8060, a useful machine bay all accounts.





Paul weighs up the situation.

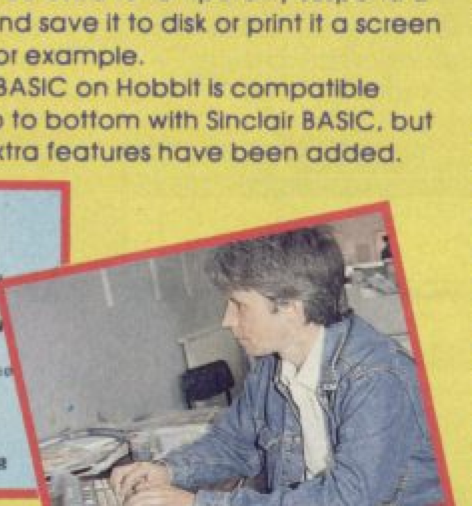
The Hobbit, worth a few months salary in Russia is fully software compatible with our beloved Spectrum but with only about 16 percent component commonality. It's bigger, better and badder but does it represent the zenith of Spectrum development? Is it the '+4'?

Break out the wodka, the Hobbit is here. Known as the Hobbit 8030 it is fully compatible with the 48K Spectrum - But not the 128K. It contains many extra hardware and software features plus advanced networking capabilities and facilities which are only available as peripheral add ons on conventional Spectrums.

The Hobbit's development can be traced back several years and owes its origin to the many different types of Spectrum clone that sprung up either in people's hobby rooms or in small production establishments around what was then known as the Soviet Union. These clones were crude copies but about three years ago an indigenous design known as the Hobbit became available. Some of you may have read about the Hobbit at that stage but then, for various reasons it disappeared from the scene and was never heard of again. Until now.







Dimitri Mikhilov, responsible for design and programming the Hobbit.

Under the new democratic movement in the Commonwealth Of Independent States the Hobbit took on a new guise and a lot of new capabilities, under the watchful eye and amazing (if a little crazy) brain of Dimitry Mikhilov a main specialist and designer at a newly formed company called Intercompex. They expanded RAM to 64K, expanded ROM to 64K (enabling many interesting features to be added), built in a power pack, made it run from PC formatted 3.5 and 5.25 inch disks and launched the machine onto the waiting world.

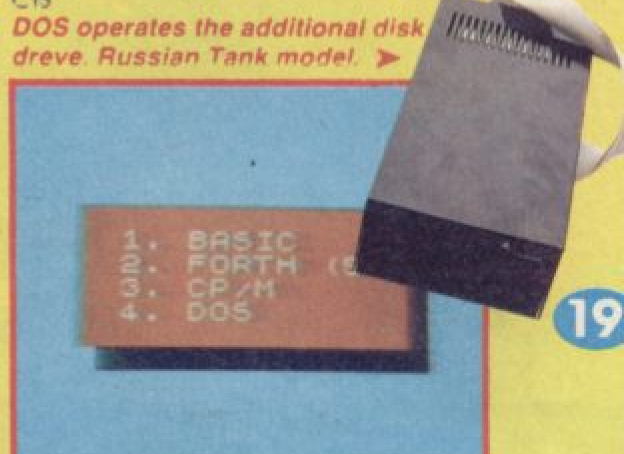
The Hobbit uses a standard 'QWERTY' keyboard but without the 'notorious' extend mode of the Spectrum. The biggest difference though being that the keys are in Cyrillic as well as Roman lettering (ie, you can write in Russian as well as English). The Hobbit can load standard spectrum software using its cassette interface, but once this is done you can then record it onto the optional PC formatted floppy disk drive. As well as providing a disk operating system (DOS) for use in Spectrum mode, the machine includes a CP/M operating system. This allows paging for ROM and RAM which also allows application developers to use shadow ram to hold "indestructible" resident tools, such as monitors, debuggers and assemblers - without needing any extra peripherals. When in Spectrum compatible mode you can switch to shadow mode giving full control of the computer. This can be used to temporarily suspend a game and save it to disk or print it a screen image for example.

The BASIC on Hobbit is compatible from top to bottom with Sinclair BASIC, but many extra features have been added. These include keyboard macros, automatic numbering and renumbering, disk commands and networking commands.

As well as BASIC the second and most recommended language for the Hobbit is FORTH which is included in the price of the machine though a disk drive is needed to run it. The version of forth is exceptionally fast because it compiles directly into machine code. Forth can use disk drives (including remote drives on network) as virtual memory, giving up to 3.2 mb of apparent memory! Word processcor, database and spreadsheet software will be available free of charge for machines using forth.

The network interface allows several Hobbit machines or even a PC to be linked together and controlled by one machine, building systems of immense power. This system is currently used in schools all over the CIS

DOS operates the additional disk dreve. Russian Tank model.



The Hobbit uses a Zylog Z80 processor running at 3.5 Mhz and is fitted with 64k of RAM and 64k of ROM. Its screen resolution is the same as the standard Spectrum 192 by 256 in 15 colours. The network transmits data at 56 kilobits a second.

Now available here in Britain the importers see three main markets for the Hobbit: 1) Spectrum enthusiats who want a better or more unusual machine. 2) Schools who want low cost computer networks. 3) People who need Russian word processors. It's being currently offered at a special discount price of £79.00 inclusive if VAT and delivery as a special introductory offer. The external floppy disk drive costs just £59.00 and provides a 5.25 drive of 640k capacity (It can also read IBM format disks.) It's currently available through a U.K handling agent 'Intercompex - ADB Russian services' Unit 8c, Felstead Wharf, Ferry Street, Island Gardens, London E14 9BS. Technical support and queries can be dealt with in, believe it or not, Russia at Intercompex, 13 Kalinina, 198099, St. Petersburg Russia. Telephone (from U.K) 010 - 7 - 812 - 186 - 34 - 39. Fax (from U.K) 010 - 7 - 812 - 186 - 33 - 90.

We'll be carrying an in depth comparison between the Spectrum, the SAM and the Hobbit next month, comparing programming, ease of use etc. etc. How will it stand up to the competition? See SU September.

DID YOU KNOW?

The Russian Navy has used the Hobbit to help out with underwater navigation - as well as for playing games on long sorties!

GAME: Quattro Megastars LABEL: Code Masters MEMORY: 48K/128K TAPE: £3.99

QUATTRO MEGASTARS

What's fat and smelly with brown hair, big ears, breathes fire and has absolutely no desire to live (apart from Garthy)? It's the latest compilation from those fab guys and gals at Code Masters.

In this their latest offering, you can take the role of an elephant en route to Africa in CJ's Elephant Antics, a suicidal stuntman trying desperately to impress his director in Sky High, a smelly old Yeti who must rescue his girlie, or finally, one of those things that nobody thinks exist, but we know different (just ask Saint George)... Little Puff, a lost and somewhat lonely dragon.

CJ the elephant was on his way to a zoo in England (I hope it's not London 'cos they're closing it down), but fortunately (well for CJ anyway) he fell out of the aircraft somewhere over France, landing on a bed of garlic which cushioned his fall. Now it's down to you to guide him safely back to Africa to his lonely family. This one's a good laugh, it's cute, addictive as hell and difficult.

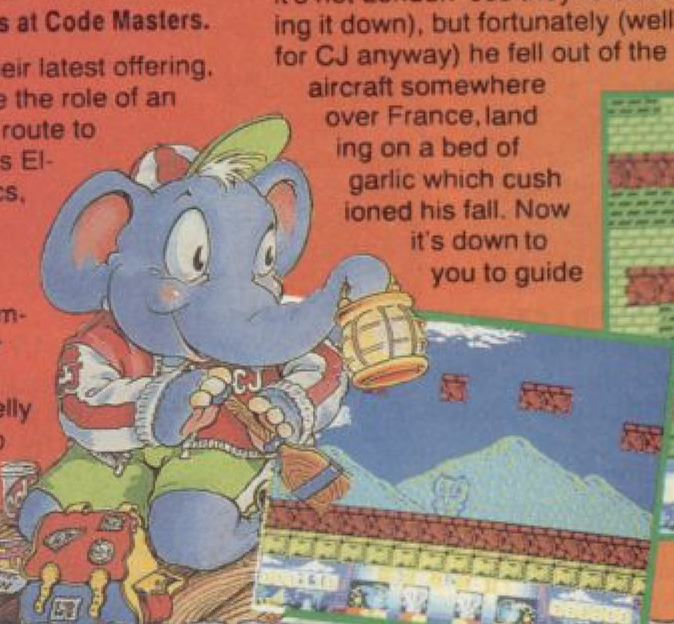
People have begun to doubt the talents of Skyhigh the stuntman, so in order to re-establish himself and land a big movie part he must fly through six levels of bullets lasers and all sorts of nasty killer implements in a helicopter, balloon and plane. This is a real action packed title, with plenty to see, do and dodge. However it won't take you long to see it all, do it all, and dodge it all.

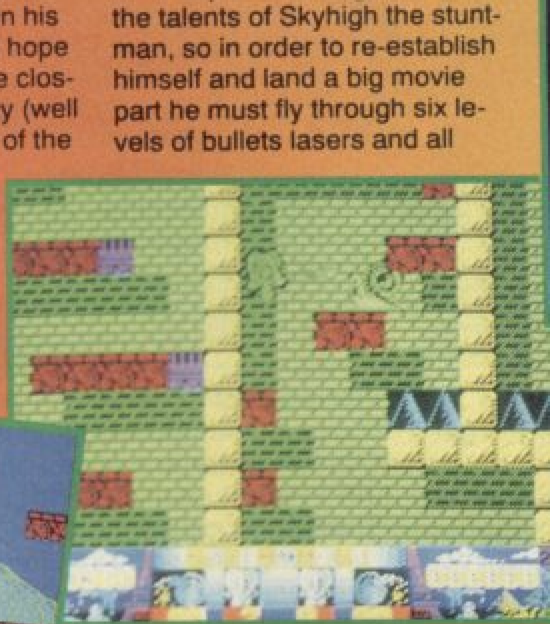
Oh no! Some nutter has kidnapped Bigfoot's girlie. Is he mad? Is he insane? Yes, he is in



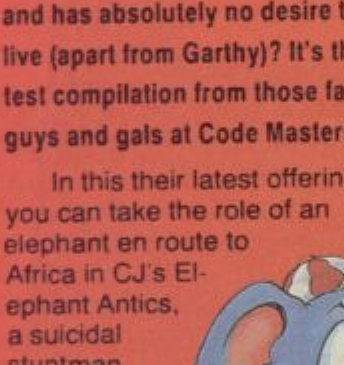


Skyhigh takes his balloon out.





It's C.J. versus the snail!



ALAN

Remember when everyone used to name their family tortoise Flash, considering it a jolly jape to laugh at its slow ways? Well this tortoise's no joke. Turbo is a really cute and playable title and well worth a not so high speed look.

TURB
TORT

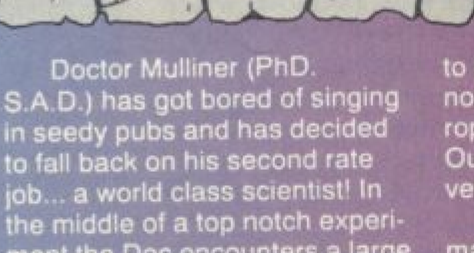
For some time now tortoises have been losing out to turtles on the amphibian popularity front. There's been the famed Ninja Turtles, the all in one shine "Turtlewax". But it seems as though they're about to get a much better deal as a newly Turbo Charged member of their brethren takes the field.

Doctor Mulliner (PhD. S.A.D.) has got bored of singing in seedy pubs and has decided to fall back on his second rate job... a world class scientist! In the middle of a top notch experiment the Doc encounters a large explosion and consequently his docile pet tortoise is transformed into the aforementioned turbo charged hero, hurrah what a guy!

This is where the trouble really begins. To complete the original experiment the doc still needs six vital components. Funnily enough they're scattered over six horizontally scrolling landscapes all of which are in different periods of time. (Whatever happened to driving down to Do-At-All on a Sunday afternoon?) And guess who gets roped in for the job? Of course! Our shelly pal Turbo, off on his very first all important mission.

At first Turbo the Tortoise may look more than a touch similar to Yogi Bear, but then that's no bad thing in itself! Graphically it's very good and all the main sprites are well drawn and clear,

GAME: TURBO THE TORTOISE
LABEL: HI TEC
MEMORY: 48K/128K
TAPE: £3.99



Keep out of the water.



Aggh, it's end of level mayhem.





Bigfoot uses his big feet to jump around a few caverns.

Will he ever find his beloved?







Garth

This is another very good compilation from Code Masters. Although I do agree with Steve about Little Puff being the best title, this is by no means a one game cassette. CJ the elephant is a good laugh the other two will keep you moderately happy (well Big Foot will anyway) too.

fact Mad Jack MacMad the winner of last years Mr. mad competition, and well known Blackadder character. Now Bigfoot must do the honourable thing and find his better half. In order to do this he must go through all manner of different situations and eventually blow open the lock to her cage using a High voltage wire. It would be fair to say that this is not a bad title but as far as platformers go it's not the greatest thing ever written. Although the graphics are good there are some difficult moments in the game largely caused by suspect sprite collisions.

Puff the not so magic dragon got bored with his surroundings and one day defied his mummy (silly lad) by taking a stroll to see what lay beyond the pleasant and pastoral scenes of Dragon Land. However when he finally got sick of the real world and tried to head home for his tea he realised that he was lost as well as starving. And so began his journey to collect the four passes necessary to get back to Dragon Land and home in time for tea.

Definitely the best game on this package. Not only does Little Puff look and sound very good it is also a very challenging and tough game with plenty of variety and some pretty difficult puzzles to solve if you're going to get past all the toll gates.



Not a nature lover is he?



Scores

OVERALL 87%

Skyhigh Stuntman isn't a great title but it is entertaining. The rest of the pack is very worthwhile (especially Puff) and you could do a lot worse than buying this even if you already own one or two of the games... the rest will be worth it.

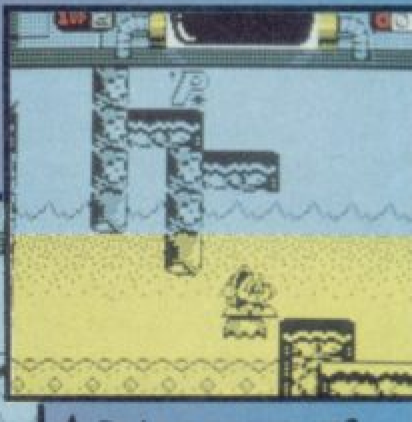


Steve Keen

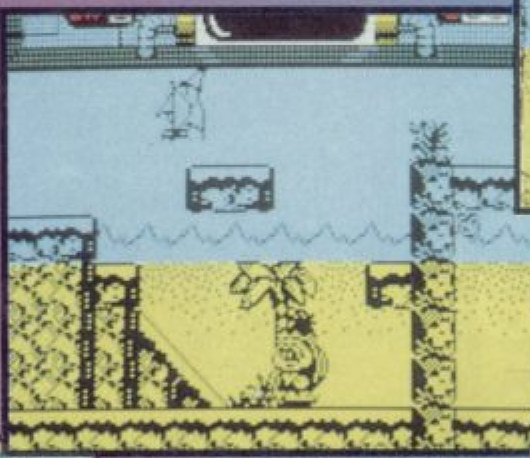
O: THE TOISE

(Turbo even has that lazy tortoise look about him - a bit like Big Al' on a Monday morning) while scrolling remains nice and smooth. The sound is nothing to write home about, but the effects suit the style of play very well.

Well here we are again, back at the all important playability stakes. What nasty surprises and foul gameplay niggles are lurking within this seemingly innocent game's shell? None, not a sausage. It's addictive, enjoyable, challenging and reasonably cute though. I don't think it's going to set the Spectrum world alight but Turbo the Tortoise is definitely worth the £3.99 that is being asked for it (and more if you fancy tipping your local shopkeeper). The overall verdict... buy it. I would.

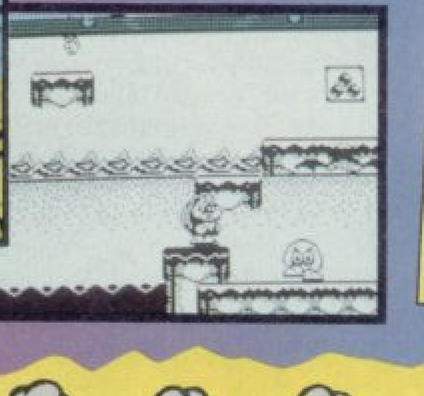


Do I see a power up?



Aha, a coconut tree! (Eh?)

Wow, a marshmallow with legs!



Now he has a lump on his head.



Aggh, it's a ball of death.



Scores

GRAPHICS	80
SOUND	74
PLAYABILITY	84
LASTABILITY	87
OVERALL	85%

Paul Rand

Hmm..."A nice simple non frustrating yet challenging platform romp" or I could say "A fun and enjoyable game starring a once forgotten hero" But why use twenty words when three say it just as well, "A great title."

GAME: FIVE A SIDE LABEL: ZEPPELIN GAMES MEMORY: 48K/128K TAPE: £3.99

Want to build a team that's so invincible that they'll have to tie each man up, blindfold them and send along a team of super aliens from Mars to beat 'em? Well I'm not really sure you'll be able to do it here.

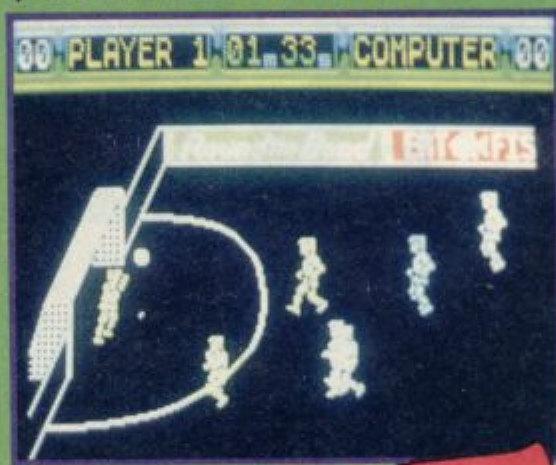
Despite the keepers best attempts...



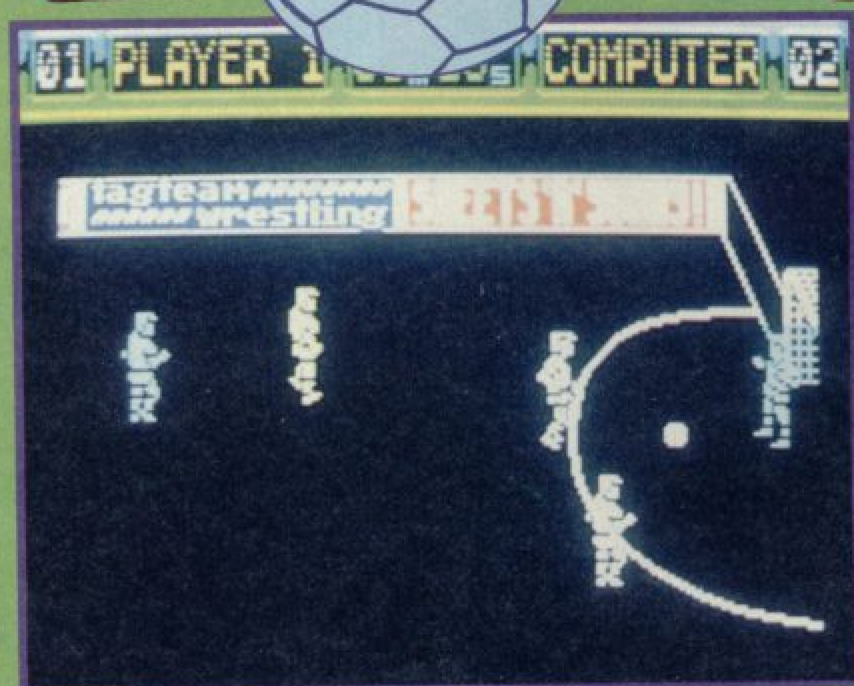
The blue team take the ball.



It's almost there. Will he save it?



FIVE A SIDE



I'm sure you all know the rules of Football so there's no need to run through them all... Oh but hang on this is five a side so the rules are slightly different. For a start there's no shooting inside your own half, no balls over head height and no shooting inside the opposition's penalty area. You can also bounce the ball off the edge of the playing area, to your advantage or disadvantage.

Most football games which have appeared recently have been viewed from above but Five a Side reverts to the side on view point (which is no bad thing). Another instant difference is that there is no half way line, just a centre circle. In fact there are very few markings on this pitch. Interestingly there are also rather a lot of advertisment hoardings on the far side of the pitch, promoting, strangely enough, Zeppelin Games titles such as Round The Bend and Tag Team Wrestling.

There are a wealth of options to fiddle around with in Five a Side, you can play either an international league game, choosing from eight countries, or just a friendly game against the computer. There's also the now compulsory two player option (which I will mention later).

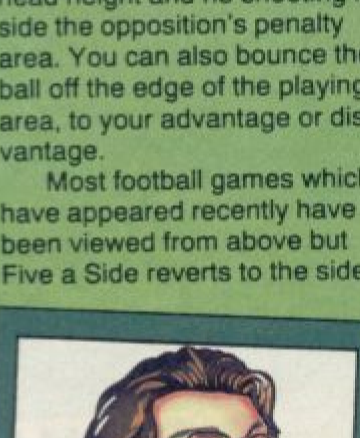
The players are not particularly well drawn but then they hardly need to be. The scrolling is generally smooth and pretty fast but it can get a little jerky in two player mode. Although the action is viewed from the side the goals are placed at a slight angle which makes shooting much easier.

There isn't much in the way of sound effects, just the odd thump of the ball and no crowd effects, but then again there's no crowd! Although the graphics aren't particularly colourful there is an option to change both the colour of the pitch and the players, in a similar fashion to Audiogenic's World Class Rugby - though this is where the similarity ends

Oddly enough Five A Side is far better in one player mode than in two. But that's due entirely to the fact that everything slows down when two people play. Also you can only use one Sinclair joystick, thus the second player has to use the keyboard or a kempston 'stick, not very satisfactory if you ask me. Although the action is fast and at first enjoyable, more play reveals serious gameplay flaws.

As in all good footie games you can pass the ball to your team mate but here he just stands still (or awkwardly runs off in a completely different direction) until you bring him under joystick control and this can take vital seconds. Also, maybe it's the quality of their coaching, or maybe they do a lot more weight training than our team but the opposition have a tendency to steal the ball very easily and hold onto it very tenaciously. Another strange thing is that every now and then an opposition player will have a kickabout with your goalie, tapping it to him twice and then, after the second tap he moves to a different position and stuffs the ball into the back of the net, and there's very little you can do about it.

All things considered I think it's fair to say that this title had more potential than is exploited here. Unless you want to become as raving mad as Big 'Al I would leave this game firmly on the shelf.



Alan

I'm not a footy fan but I've always enjoyed a good arcade style game. However I do hate bad ones one and I'm afraid that Five A Side falls into this category. It has a few really annoying faults that just make it a pain to play.

scores

GRAPHICS	72
SOUND	60
PLAYABILITY	52
LASTABILITY	46
OVERALL	53%

Paul Rand

Okay so the graphics aren't too hot but with a wealth of options and what seemed like a good, playable formula it couldn't be too bad. Herein lies the sting in Five A Side's tail. It isn't a good, playable footy game. It is bad.

To fill this space call......................

Tina Zanelli on 071 972 6700 Ext: 2441

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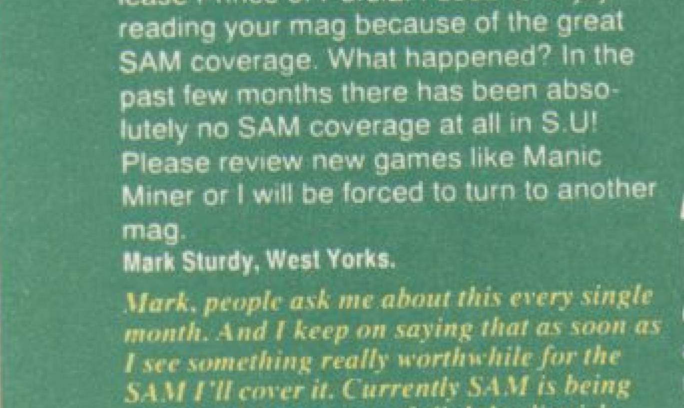
tell it to AL

SAM STORY

Dear Al. I've got a 256k SAM with several games including 1991s best release Prince of Persia. I used to enjoy reading your mag because of the great SAM coverage. What happened? In the past few months there has been absolutely no SAM coverage at all in S.U! Please review new games like Manic Miner or I will be forced to turn to another mag.

Mark Sturdy, West Yorks.

Mark, people ask me about this every single month. And I keep on saying that as soon as I see something really worthwhile for the SAM I'll cover it. Currently SAM is being supported by a group of slightly cliquish, dedicated (and I've no doubt, truly noble) fans all of whom, it seems, are programming for it. But you must understand that for SAM coverage to be of any interest to the everyday Spectrum user, as opposed to the programming 'elite' who have switched some of their allegiance to the SAM, it has to be progressive, it has to be something really worth wanting to find out about. Send me something like this, or get a software house to send me something and I'll give it all the space you want. Let the other mag be damned - SU is where you get the REAL news and reviews.



KNOT POSSIBLE

Dear SU, For some time now I have been trying in vain to obtain the Spectrum cassette game "Knot in 3D" by New Generation Software, dating from around 1983. If you could possibly help with this matter I would be most grateful, as I have yet to find someone who has even heard of this title.

Graham Marsh, West Yorks.

I asked Garth, but he said he hadn't heard of it. I asked Hannah but she said she hadn't heard of it. I asked Specman and he asked me for some money, but no, he hadn't heard of it either. I phoned the police and they threatened to arrest me, this is where my search ended. However the lovely Tina Zanelli may be able to help you if you write to her with a small ad, giving as much information as possible about the game. You'd never know, someone out there might just have it.



BLOODWYCH DUO STRIKE AGAIN

Dear Big Al, I am writing to you with reference to I. Kenyon's letter (S.U & CRASH 124 June '92.) I'm glad that there are other sensible people on the planet, I remember reading some tips from Bloodwych in an ancient copy of Crash (it had Turrican on the front.) Someone mentioned that VIVIFY spells zapped enemies. They actually have the same effect as regeneration chambers.

Anyway to business. The MOON RING is found on the fourth LOAD but you have to teleport (put the gems in the right holes) and levitate (spells) over the holes to reach it. All it does is make all moon spells (blue) cost nothing to cast, provided that the caster is wearing it. However rings have a number of charges, and when they are flat you need recharge spells (fire/dragon:red spells) to boost them back up. The higher you cast recharge, the more charges you give the ring. Recharging already charged rings has no effect. As yet I have found all four alignment wands, and two heal wands though I have no idea how they work or what they do. As for getting stuck... so am I, though I have reached sixth load where there is a black door with no switches to open it. I have mapped much of the game so far, and have a huge collection of hints and tips.

Thanks for telling me that Fleshbonnes was an assassin weapon as well as the stealth blade Mr. Kenyon. As for the party members your suggestion is useful, I agree on the destructive power of blaze. However remember that the yellow assassin does not need food, and has a naturally low A.C.

Some of my own general tips: Always buy spells of your alignment at first levels. If you end up trapped try clicking on defend icon then casting confuse or terror (terror is better) the enemy should run away or at least turn around, giving you time to escape if possible. Failing this just use as many battle spells as you can, this is useful as they're all on the same page. Never hit an enemy in the face. You inflict more damage on their backs and they can't hit back. Arcbolt follows the inside wall of a room, be careful when firing this off as it can come back at you from behind. Be careful using Wynchwind in two player mode if you are both in the same room. If you want to write to me for tips and information I will be willing to help and write back . Please write to the address below.

Peter Chowdhury,
4, Hammersmith Gardens,
Houghton Regis,
Dunstable
Beds LU5 5RG.

Wow, SU is turning into a real contact column these days. Not only that, but I'll bet Hannah's going to start getting very jealous of the amount of tips I carry on my Tell It To Al page. If anyone else would like to help or argue with Messrs. Kenyon and Chowdhury feel free to write in. I think I'm gonna start playing Bloodwych again myself to try to sort it all out.

MINDER BINDER

Dear Al, I've got a problem. I played a game called Minder (as in the T.V series) since then I have tried everything to get a copy, alas I have failed. Please is there anything you can do to help me. Or is there any advice you can give me on how to get it?

Robert Fry, Swansea.

To the best of my knowledge the only game called Minder was by a company called DK Electronics, they are no longer around and the only place you can get a copy of it is second hand. I don't know anybody who has one (or wants one, apart from you) though.

BIG THIEVES

Dear Al, you find out how good friends are when you loan them your favourite games like Robocop 2, WWF and Turtles, and when you ask for them back they say they've never had them. Please send round Mr Big round to help a boy with burnt fingers, a silent speccy and an empty money box.

Jeffery Love, South Glamorgan.

Never mind Mr. Big, just give me their names and addresses and I'll send Garthy, Steve, Paul, Ed Laurence and Specman around to give them a good kicking. It's difficult when you think they're your best mates not to lend them some games but just remember that it was your hard earned sovs that bought them and copyright notices are as much for your protection as for the company that produces them. Don't lend games. Let your 'friends' come around to your house with offerings of bottles of Coke and packets of biscuits if they want to play 'em, then rig up a few cheats or POKEs and beat the hell out of them.

2A BOO!

Dear Dudes, I am writing this letter to ask for a bit of advice. I would have written to you sooner but I haven't had much time. In 1990 I got a spectrum +2A for Christmas. One of my favourite games before I got this computer was Advanced Soccer Simulator which you may have heard of. When I got my computer this and a couple of other games didn't load. I was wondering if you could give me any advice or tell me why the games aren't loading.

Adam Bradbury, Wiltshire.

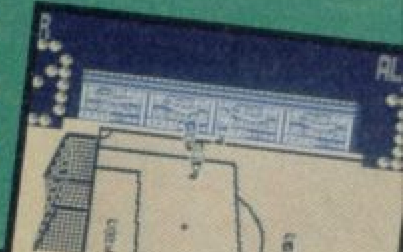
Oh oh, this sounds like the old +2A problem again. Unfortunately there is little you can do about it. The +2A has always had a compatibility problem with older 48K software (and indeed some newer programs too like last month's Great 8 font designer). There is nothing you can do about this, short of trying to find a cheap, working second hand Speccy to run your older games.

ADVENTURE PROBS

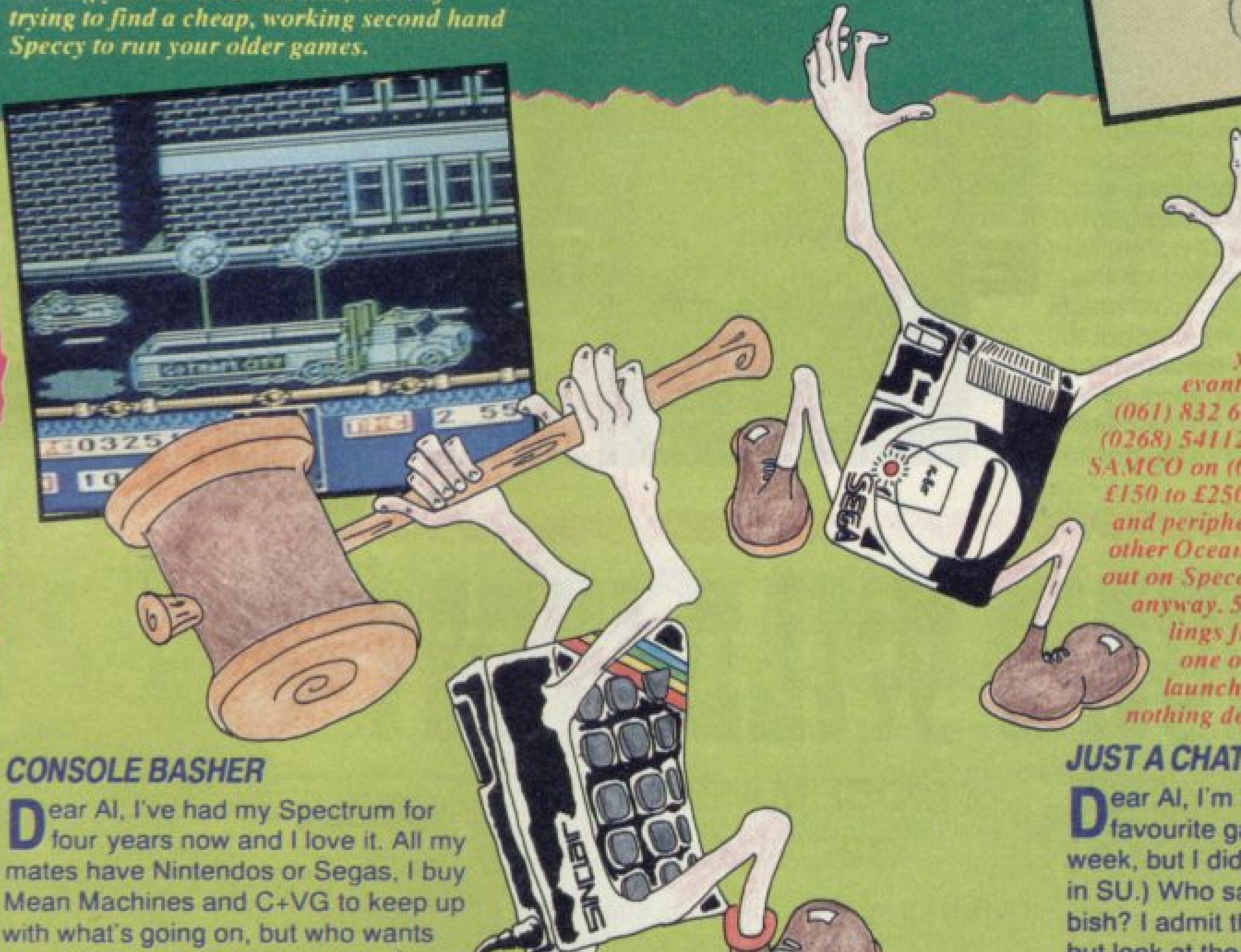
Dear Big Al, Can you help? I am new to spectrum adventure programming and am experiencing lots of difficulties. My parents are computer illiterate and no help at all. What I need to know, desperately, are the titles of any books you can recommend on programming in Speccy Basic and in particular books on Adventure games programming. Please help if you can as I'm getting very fed up typing loads of instructions into my speccy+2 and being told variable not found. I am at the moment trying to convert a game from the book "MSX Adventure Programming" by Steve Lucas into Speccy basic. Keep your fingers crossed or come up with some book titles to help me.

Michael Hewitt, West Sussex.

Mike, I've got my fingers crossed! I do know of one or two books but I've forgotten what they're called... No joke, this is a high pressure job! But while I send our newfound staff writer and binliner wearer Paul 'a law unto himself' Anglin down to the shops to find these books I may have found an even better solution for you. How about a complete set of articles in your fave Speccy mag all about adventure writing and adventure writing packages? Watch out, it's coming soon.







CONSOLE BASHER

Dear Al, I've had my Spectrum for four years now and I love it. All my mates have Nintendos or Segas, I buy Mean Machines and C+VG to keep up with what's going on, but who wants to pay £30 on one game when you can buy loads of speccy games for £30. When my mates ask me what machine I have I reply "I have a Spectrum." Then they all go quiet but I don't care.

The Spectrum has great graphics and awesome sound, plus there's a wide range of games and that are just as good as Sonic the Hedgehog. My friends say "So what, we can get Wrestlemania for our con soles, the only thing the Speccy is good for is carrying your shopping in!" It shows just how stupid they are. I mean what is the big thing about Megadrives and Nintendos? I am really pleased that SU and Crash have joined together. I have a few questions for your brilliant mag.

1) Will someone make Midnight Resistance 2 and Pang 2? Or are they already being made?

2) Can I still get Gazza 2 and N.A.R.C. on full price.

3) How much is a Sam Coupe and where can I get one?

4) On the Amiga there is a game on the Amiga called Parasol Stars will it come out on the speccy.

5) Was the Addams family the last Ocean game on the Spectrum?

P.S. Your mag is awesome. Ben Hill de Vries, Cheshire.

No Ben, you are awesome. You are also, of course, absolutely right. You can get ten decent Spectrum games for the price of one console game and you get time to make the tea while it's loading too. I, personally have never tried to carry my shopping home in a Spectrum, but then again I've never been ripped off by a large, profiteering Japanese company either. Ask your friends how they like that. To answer your questions: 1. Unless some lunatic gets a licence from Ocean to produce them (any takers) I doubt whether Midnight Resistance 2 or Pang 2 will be coming out. 2. Yes, though you'll need to contact the relevant companies, Ocean (NARC) (061) 832 6633 and Empire (Gazza) (0268) 541126. 3.You need to contact SAMCO on (0792) 700 3000. Expect to pay £150 to £250 depending on specification and peripherals 4. Parasol Stars, an other Ocean product will not be coming out on Speccy, at least it's not planned anyway. 5. I hope not, there are rumblings from deep within Ocean that one or two big licence Christmas launches are planned. Though nothing definite has been decided yet.

JUST A CHAT

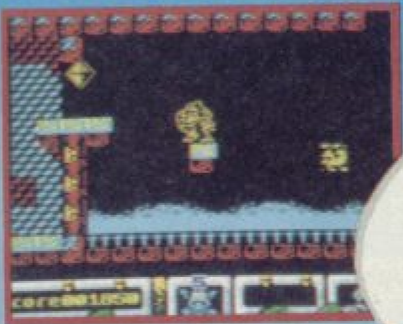
Dear Al, I'm bored! I've just finished my favourite game Elite! It took me a week, but I did it (using the cheat I found in SU.) Who says the spectrum is rubbish? I admit that the games are fabulous but look at the price £3.99. Sega games are £20! No way! I've just written in to talk, I don't want you to send me any games like T-2 or anything (snigger) I have a poem for you.

Sega is poo
But speccy makes me drool
I'd play all day
But would I swap it?
No way
Like it (I do)

Please print this as I've written twice before and you didn't print them. Here are the games I have finished Without cheating Turtles, Shadow of the Beast, Robocop and Batman.

Southsea, Un-named(doh!)

Well, well the mag is full of poets this month (see suck up). Your poem is a load of old rot but I appreciate what you're trying to say - THE SPECTRUM IS FAB. Obviously your games playing skills are a lot better than your poetry ones though so keep up the good work and keep reading the best Speccy mag in the universe. By the way how about some tips for Hannah?

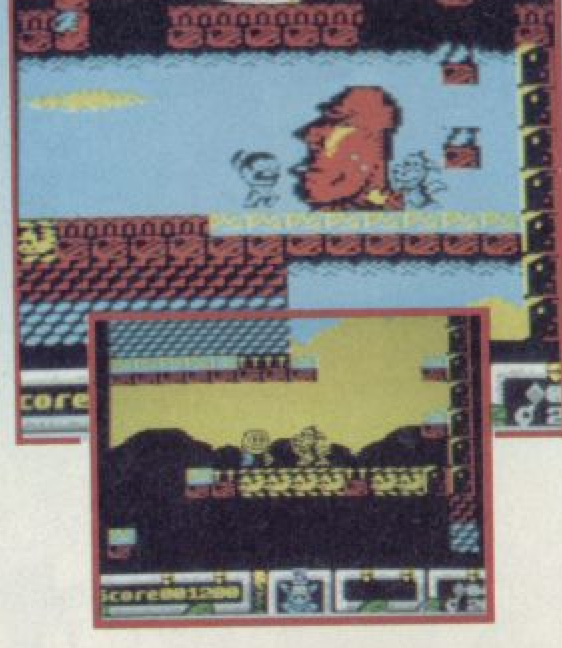


DJ PUFF'S VOLCANIC CAPERS



Puff is back! Coinciding with the re-release of Little Puff on Codie's latest Quattro Collection we see the imminent return of one of their cutest and most popular characters, Puff the dragon.

Not to be confused with Puff The Magic Dragon, this scaly arsonist is a mega cool dude who has grown up and been transformed from a wandering little waif into to the most happening, chilled out animal on the island (his home). Not only that but the other creatures on the island want to be friends with him, which is just as well 'cos a calamity is about to befall the peaceful (except for when they're having a rave) archipeligo... Captain Krip, the dastardly gorilla dictator and a whole wagonload of his gorilla



geurillas have invaded Puff Island and absconded with DJ's kickin' record collection, having first called for a curfew on cool and restrictive regulations on raves. Needless to say D.J. and his posse are having none of this nonsense and are now on the war path trying to recover the collection and confront the evil Captain Krip in a final show down to see if there really is room for a gorilla dictatorship and a happening dragon with nice breath on one island.

If D.J. Puff is as good as its ultra cute, ultra playable predecessor it should be a hit. The main sprite doesn't look too different (I expected at least a few gold medallions and possibly a baseball hat but it wasn't to be) and all the backgrounds look colourful and well drawn. Watch out for it - Soon!

SEYMOUR'S WILD WEST





CODE MASTERS
OUT: SOON

Is this Seymour a bit of a Hollywood star or what? After his success as a bit part player in Hollywood and his valiant attempts to save the planet in Super Seymour, old spud features is back again and guess what... This time he's landed himself a few western movie roles.

Yes, Seymour appears to have shaken off the shame and despair of being a peeled potato in America, the home of the French fry, by virtue of his super heroic adventures and thus has got a chance to take part in a series of classic wild west movie 'shorts', inspired apparently by the famous black and white westerns of the 1920's, 1930's and 1940's. Although they've done Skyhigh Stuntman before, this is without doubt, the world's first acting simulator. However this should come as no surprise to anyone who knows Code Masters as they have a record second to none where producing simulators of one sort or another is concerned. Movie titles include "Runaway Express", Injun Trail", and "Rescue The Beautiful Heroine From The Evil Man In THe Black Cape". Seymour's Wild West is set to include several mini games, each one representing one of the aforementioned movies. Each movie set consists of between fifteen and twenty locations all containing the usual Seymour related puzzles and jolly japes. He travels, like



the old western wagon trains, on a voyage of discovery across the USA from east to west and must, naturally (and contractually) complete each mini movie before moving on.

Seymour's wild west is a return to the Hollywood days graphically, and promises to be a right arcade action romp. Graphics, as usual are colourful and well drawn so believe me we're looking forward to seeing this one when it comes in. What next though - Dizzy's Road Movie simulator perhaps?



ALTERNATIVE SOFTWARE

OUT: SEPTEMBER

POPEYE 3 WRESTLECRAZY

He'll save the planetch 'cos he eats his spinach, he's Popeye The Sailor Man. Oh yes, the bemuscled one is back with a vengeance but this time it's life or death, not just for himself, Wimpy, Brutus and Olive Oyl but for the whole planet - and that's you and me folks.

Popeye and his friends have been kidnapped by would be evil intergalactic dominators the 'Kraggs' who plan to expand their influence over a few extra planets. However they're a little bit cowardly so they need to find out which race is weakest and most likely to submit first. Towards this end Popeye has been recruited to represent planet Earth in the intergalactic brawl of the year against five other races from the far reaches of space.

The scenario includes large Popeye and Alien sprites fighting against a backdrop of several different planets and space masses. Our corner of the universe sees the moon as a platform for one of the battles. There are also plenty of spectators lining the ringside including all of Pop's friends who try to help him during each round by throwing in cans of spinach and other helpful items. This sort of bad sportsmanship and tomfoolery isn't solely perpetrated by our hero's bunch though, the Alien horde who are inevitably supporting the sailor boy's opponents also interrupt proceedings by dumping bits 'n' pieces into the ring in an attempt to subvert the proceedings.

The ring is surrounded by a force shield to prevent spectators getting hurt and a constantly changing display will indicate each fighter's energy level and the amount of points he's going to score.

Each fighter, including Popeye will have his own capabilities and special moves and some of the Aliens are set to look really weird. Luckily, normal Earth wrestling rules apply so as soon as any one contender gets held down for a three count the match is over.

An additional obstacle for Popeye is, of course, Brutus. As usual Popeye's biggest enemy and part time Olive Oyl suitor is out to get him for purely selfish motives. This time it's because if and when Popeye gets knocked out of the competition he will get the honour of representing Earth in the wrestling game. So you'll need to watch out for the big clumsy old oaf.

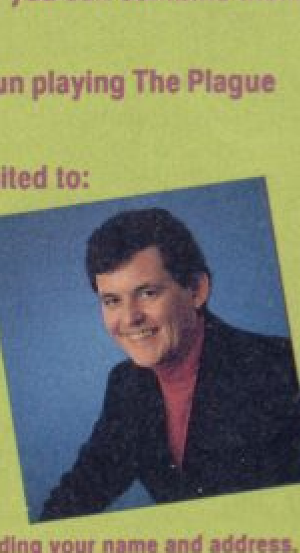
Popeye 3 sounds like a bit of a laugh. There are a lot of original slants in it, what with audience participation and the like so it's all down to the playability and graphics. Will it be a second WWF? See SU next month.

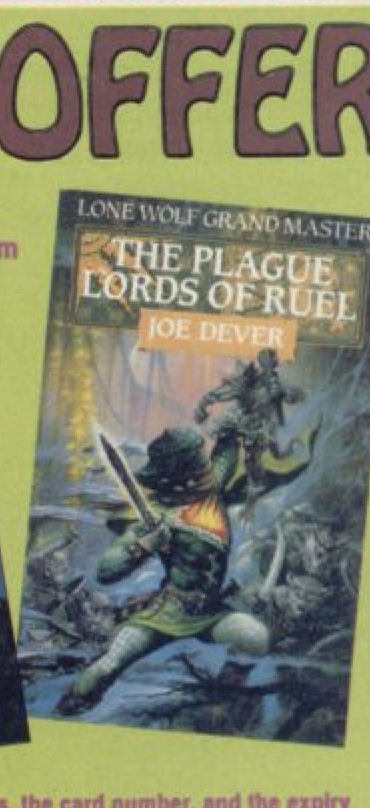
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Send your name and address to Audiogenic (or order the book) and the first person out of the hat will win copies of the first two books in the Legends of Lone Wolf series, personally autographed by co authors, Joe Dever and John Grant. Book 1 is entitled Eclipse of the Kai, Book 2 is the Dark Door Opens, and they chronicle the mighty struggle for control of the mythical world of Magnamund.

GAMES GALORE

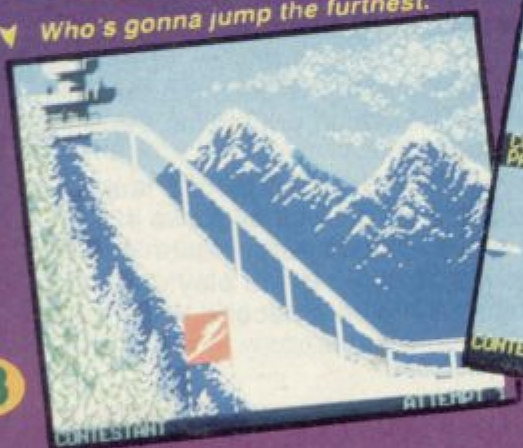
In case you're wondering what the "massive 32 games" are, here is the definitive lists of them all:

- Archery
- Biathlon
- Bobsled
- Cross Country Skiing
- Cycling
- Diving
- Downhill Skiing
- Equestrian
- Fencing
- Figure Skating
- Free Skating
- Free Style Relay (Swimming)
- Gymnastics
- Hammer Throw
- High Jump
- Hot Dog (Aerial Skiing)
- Hurdles
- Javelin
- Kayaking
- Rings
- Rowing
- Skeet Shooting
- Ski Jump
- Slalom Skiing
- Speed Skating
- The Luge
- Triple Jump
- Uneven Parallel Bars
- Velodrome Cycling
- 100m Dash
- 100m Freestyle (Swimming)
- 4x400m Relay.

GAME: MEGASPORTS
LABEL: US GOLD
MEMORY: 48K/128K
TAPE: £14.99



Who's gonna jump the furtnest.





Speed skiing, more joystick juggling.



OK. Let's see you do a spread eagle.

Have you ever fancied the honor of standing on the winners rostrum, your national anthem chillin' the bones of the opposition and totally thrashing all the tannoys in the stadium? How about becoming a household name, right up there with the likes of Andrew's Liver Salts and HP Sauce? Well there's no gain without pain, so lace up your running shoes, step on to the track and strut your stuff.

In Megasports you are cast as a young hopeful in the world of international athletics. Your aim is plain and simple - win as many gold medals as you can. In order to pick up one of these illustrious objects you must, needless to say, come first in the relevant events (big surprise).

These events are many and varied, (32 at the latest count) They range from Hot Dog aerial skiing to the Long jump, stopping off at cycling, kayaking and equestrian activities along the way. As you may guess Megasports doesn't stick solely to winter or summer games, it can mix it with the best of them. Can you though?

If you're all alone you can play against the computer which is a reasonably good laugh and pretty challenging, but the game really comes into it's own in multi player mode. The Spectrum version can accommodate up to four (count 'em) players so if you decide to throw a party and the musical accompaniment goes up the wall you can break out Megasports and everyone will go wild.

Mega Sports is made up of four different multi sports packages previously released by US Gold so you may have seen some of them before, though surely not this many. Most of the events were a good laugh when they first appeared and that feature has stayed intact. The fact that there are 32 events to master means that you won't get bored for quite a while, and when you do there's the four player mode to keep you more than interested and get that competitive spirit going.

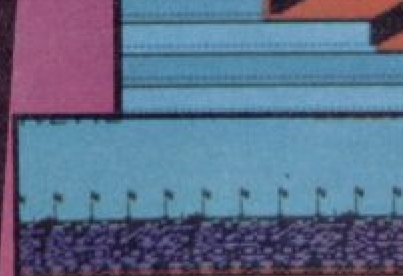
This compilation has a very hard task to achieve; that of trying to breathe life back into an over-exhausted game genre on 8 bit systems. All of the events included look very similar to (and in fact some of them are) sims which were available eight years



ALAN

Sports simulations seem to breed like flies on the Spectrum, and it's got to the stage now where new ideas are desperately needed to keep up the lagging bandwagon. Unfortunately Megasports comes up with nothing new except to include a whole truck load of titles instead of six or eight. Don't get me wrong though, these little sims can be a good laugh and unless you've already got a combination of Summer Games and Winter Games this compilation is worth a look if you're after something a bit different.





4X400 Metres relay get up to the next competitor and fire.





ago... after all how different can pole vaulting look? But the chief challenge in these games has always been figuring out how to gain more points than your opposition.

With this in mind the four player option adds a great deal to the proceedings. When there's four of you battling it out for the top spot things get very intense.

One of the funniest things about Mega Sports is the individual sport's ad dictiveness. You may sneer at the simplicity of some of these sims and the graphics and sound might send you hurtling into fits of laughter but the fact remains that you can end up spending hours at a time trying to get a dodgy little sprite to do a double backward somersault and a spread eagle and still come back for more. It's a bit sad but we're all human after all. Multiply this by 32 (though you're bound to dislike some of the games) and then include three friends and you have what adds up to a fair amount of lastability.

Unfortunately as hard as Megasports tries to improve on the sports genre via 32 different events and a four player option, most of the events have been seen many, many times before. It really won't take long to master any one sport but you'll have a laugh while you're going about it.

Overall, Megasports is a gallant effort to get one last hurrah from the sports field. It's fairly decent compilation for a while but it won't last forever, even in four player mode.

ISU SILVER

scores

GRAPHICS	85
SOUND	78
PLAYABILITY	83
LASTABILITY	85
OVERALL	84%

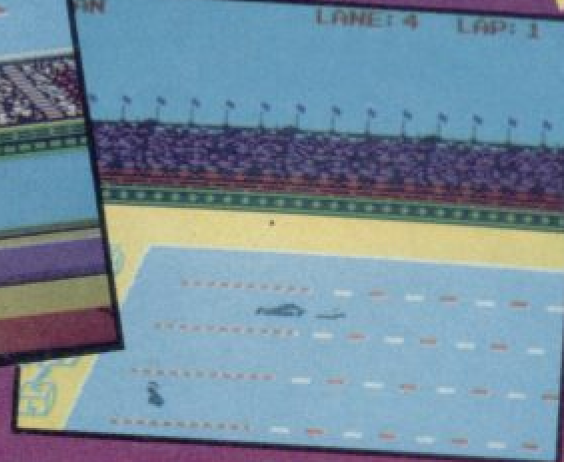
Paul Anglin

At first I thought that as far as Megasports was concerned it was flogging a dead horse time. But I was pleasantly surprised. This is really enjoyable to play and is a great multiplayer game. Definitely worth putting on your running vest once more.





Al' does a super somersault,



Swimming relay. Rather odd game to say the least.



Guess who's winning?



TOP TIPS

The mainstay of the events is working out how to achieve top marks in all of them. Here's a few little handy hints on how to impress judges on a couple of the events.

HOT DOG

The judges go crazy over backward somersaults and spread eagles, Daffies earn reasonable marks but wont take you very high in the scores. The best combination is a back somersault followed by a front somersault and concluded with a spread eagle. But it's very difficult.

SKI JUMP

There's nothing really spectacular you can do here apart from land! Obviously the further you go the more points you get, you get higher points if you can keep a good position throughout the jump rather than flapping your arms like a nutter.

DIVING

Although diving seems to be all about how many half twists with somersaults you can pull off you actually get a great amount of points for just landing in the pool the right way up. The best thing is really to keep the dive simple at first and concentrate on the entry.

SKEET SHOOTING

Top tips for skeet shooting: Have patience, follow the skeet's trajectory and don't start moving the gun until you've determined where you're actually going to aim, it apparently weighs about half a ton and unless you shoot just after you've aimed it gets very difficult to hold up. When shooting at two skeets try to hit both at once in the middle of the screen.



Oh oh, it looks as though Yvette has taken the lead.



Try to shoot two skeets at once. That's the way.

sports special review

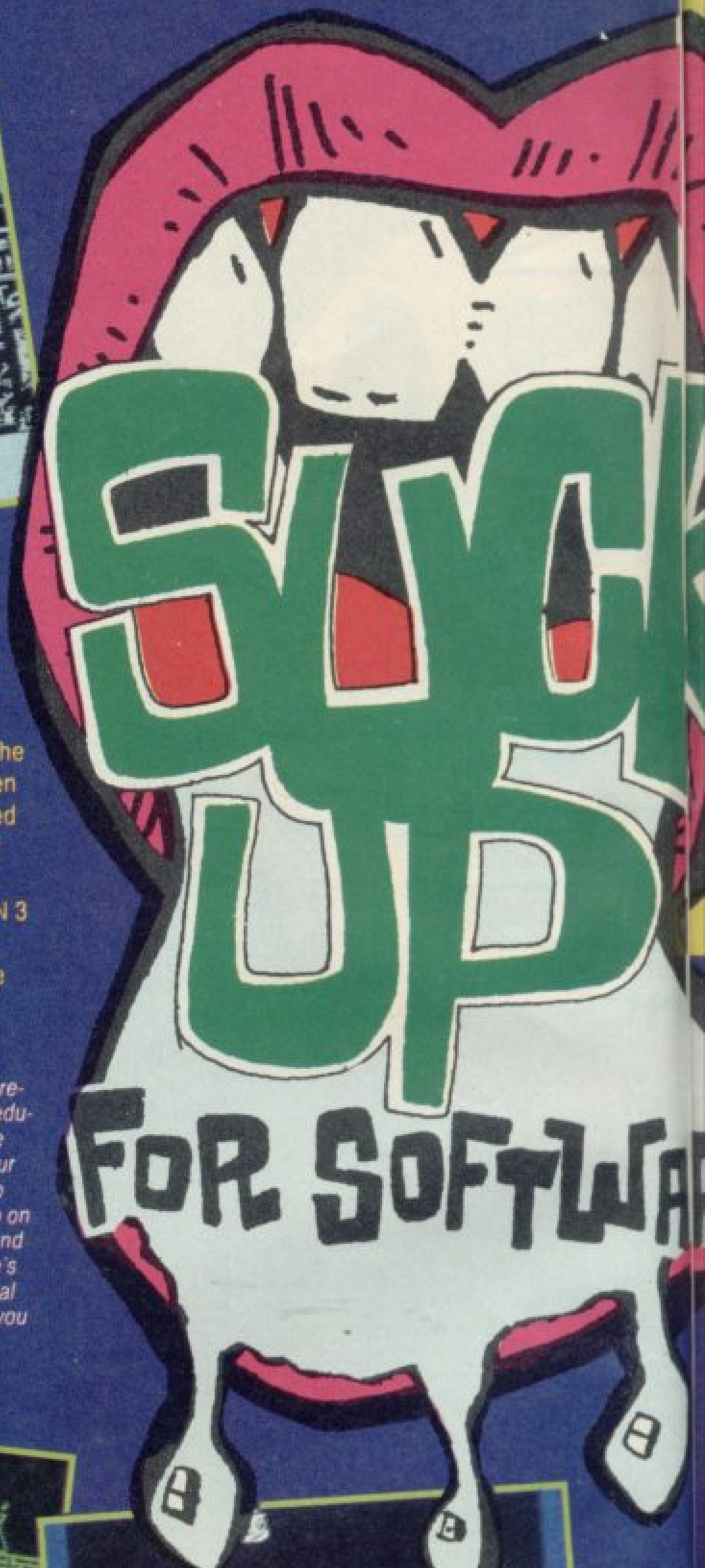
KLEENEX REQUIRED

Dear Big Al, prepare the tissues. I'm sure you will find this account the most moving you've ever heard. It all started at school at which all of the pupils are Speccy worshipers. Our altar pieces were copies of Lemmings and Dizzy's Excellent Adventures. Life was wonderful until our R.S\H.E teacher struck. She found the altar pieces in my bag (as our altar isn't permanent.) She crossed herself and muttered some Anglican incantation before destroying the games by pulling the tape threads out and dipping them in some Yorkshire Pudding mixture then burning them in a gas oven. Now the school is in a state of shock and depression. We need you to give us new altar pieces to restart our worship.

Chris Edmonds, Buckingham, Bucks

- *What a strange bunch of saddies you are worshiping cassettes, try worshipping the ground we walk on you'll get a much better response. I mean is this the sort of the thing that really goes on in schools these days? Deary me, the state of education lately. I personally blame the government. When I had R.E we used sit drawing funny moustaches and dark glasses on the nuns. Mind you there is a consolation here, at least you've managed to learn an alternative dish to cook for tea, after all Yorkshire puddings are gorgeous and with lemming stuffing? Mmm. Bring me my knife and fork.*





SCHOOL BULLY AMIGA STYLE

Dear SU, As I was walking to my next class in school an Amiga lover jumped me (sorry for the use of bad language) and kicked me in because he knows I have a Spectrum (hooray!) In the process he severely lacerated my right hand when he put it through a window. My doctor has advised me to play computer games which involve lots of different moves, so please could you send me WWF WRESTLEMANIA and DOUBLE DRAGON 3 to aid my recovery.

P.S. I fancy Yvette, could you give me her phone number.

Sunil Bellur, Fife, Scotland.

- *Well, commiserations for the hand and you must really feel pretty naffed off at having to share your education with an Amiga lover. You do really deserve some kind of compensation, but unfortunately your quack has got it all wrong, the best advice to help your hand recover (and your mind) is to just keep on turning the pages of your favourite speccy mag and stay away from WWF, it's too violent. P.S. Yvette's reply to your request for her phone number is: Dial 999, ask for police and say "I'm a sad man, can you do anything for me."*

CALLING INTERNATIONAL RESCUE!

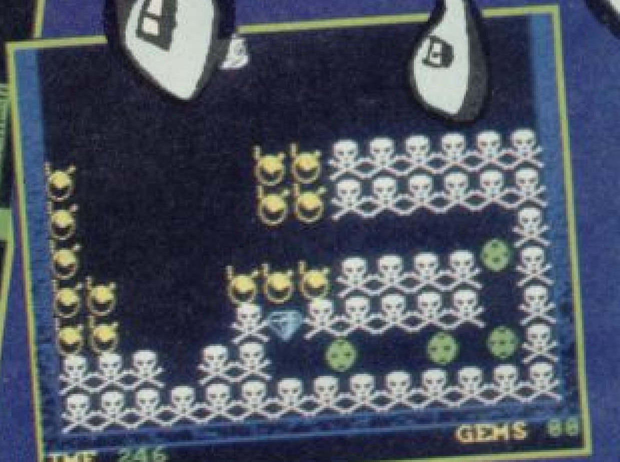
Dear SU, I am writing to you from Portugal because a catastrophe has just happened. Here goes my story: A couple of days ago a war between my country and Iraq started. At the beginning that was no problem for me because I had my 128k+2 to distract me, so I gave no importance to the conflict. But I was surprised when I went to buy Rodland for my computer and I found my usual shop destroyed by a "scud missile." Quickly I went throughout the country to look for shops so I could buy Rodland, but the shops were all destroyed. So please, please, please send me Rodland for my last days on earth before a scud hits me in the head.

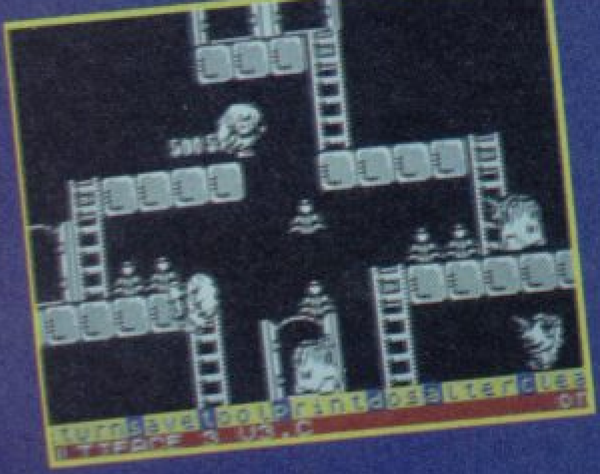
P.S. If you don't send me this game the Portuguese air force will destroy you.

Carlos Fernando Goncalees, Portugal

- *Oh no an international conflict that Kate Adie hasn't covered. What a terrible event, mind you I wouldn't worry too much about the Scud missiles, they're about as accurate as drunkard with a dart. What do you mean can you have Rodland? You're sitting in the middle of a war zone. Just grab yourself a Kalashnikov, go out and re-live your favourite speccy shoot 'em ups. You'd never know, when it's all over you might be able to sell the idea to a software company and earn stacks of cash, as long as you survive that is. And as for your threat, do you really think I'm scared of eight hot air balloons and couple of peashooters? One other thing, why haven't we heard about this war?*





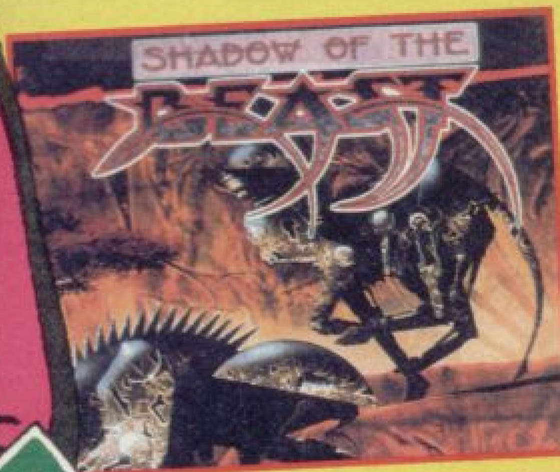


KNOCK KNOCK

Dear king of all the kings, You just have to help me. The other day I was playing your demo version of Snare When the postman nearly kicked my door down trying to give me a letter. I opened the door to him and he chucked it at my face and said that it was "URGENT." I went back inside and opened it, it was from the M.H.F.S.N (mental hospital for suicidal nerds.) Anyway I read it, and it was about my family, they had tried to commit suicide. When I got to the hospital a nurse that looked a bit like Andrea told me all the details and what they all tried to do and what has happened to them. Then another Quack came along and told me the cure. I was intrigued. He said that the only cure was to give them a dose of LEMMINGS. Then I sunk into the ground like the T-1000 in Terminator 2. You see I have not got a lot of money because my parents are in hospital and I don't get any pocket money so I can't buy it. So please could you send me Lemmings so they can commit suicide without actually doing it. And they can come out and I can get my pocket money so I can get your truly Bodacious mag.

Karl Witham, New Addington, Surrey.

- *Not more family problems, this column is getting to be a bit like the Samaritans. I think I should change my name to Tristan and grow a pony tail. You're right though, your family is in trouble and you need your pocket money. So I'm trying to find the phone number of an organization called DON'T WORRY BE HAPPY. They're sure to help. As for Lemmings, it just so happens that all our copies of this fab game have been impounded by the very same hospital that has imprisoned your parents, for the very reasons you have outlined. Speak to them about it, it's out of our hands.*



DAN DAN THE SAD MAN

Dear Al, I would like to tell you in as few words as possible about a shocking incident which happened earlier this week. I was sitting at my pride and joy my Speccy 48k. I felt round in my pockets and found a £5 note. I pondered shortly and then thought why don't I get Shadow of the Beast. So I did. On my journey home a large black Limousine pulled up in front of me. Whom should step but Dan "The Man" Quayle. "Well" he said to me "You're the little jerk who is spreading this computer filth around the streets of Lancaster. Because of you people were killed in riots in Los Angeles, Saddam Hussein invaded Kuwait and Big Al became editor of SU. As a conseqent... sent... mence... darn it, consequence I'm going to take Shadow of the Beast and two other games to punish you." So he took my priceless collection of Horace games too. I'm not too bothered about Horace but I would like Shadow of the Beast, it was the last in Lancashire, and absolutely irreplaceable. Could you send me it after hearing this emotional plea.

Jed 'head' Willibobs, Greaves, Lancaster

- *You mean to tell me you actually met Dan Quayle, you lucky boy. If you're short of conversation next time simply relay this piece of humour to him: When asked to count to six Dan Quayle held up his right hand and counted along his fingers "one, two ,three, four, five... Is this a trick question?" But I do think you've been treated unfairly, I mean you alone couldn't have caused so much trouble. So a copy of Shadow of the Beast is currently winging it's way to you in the shadow of Royal Mail. God bless Dan Quayle and the United States Of America.*

WILL SHAKESPEARE WRITES.....

My poor Speccy's feeling awfully sad
Because my friend a commodore owner
Sent my poor speccy on a downer
By what he said, the wicked lad
Stating Shadow of the Beast on his machine is better
Than on my Speccy +2
Really made me and my Speccy blue
So off to you SU I'm sending this letter

Please SU make my speccy feel like his old self
Come on SU it's all up to you
To help prove him wrong here's what to do
Send me Shadow of the Beast for my cassette shelf
It'll be great to see the look on his smug face
Playing the game on my mean machine
Will really show him speccy rules supreme
And will put him and his commodore in their place.

John Hamilton, Wallsend, Tyne and Wear

- *Well this really is a great piece of poetry (Not!) Why is it that people who slag off your machine and say that the games are cack claim to be your mates. I think you should tell him to stuff his Amiga where it hurts most, and be very happy with your super Speccy. But remember the pen is mightier than the sword and some day you could make a lot of money out of poetry, discussing the merits of gamesplaying computers in rhyming couplets.*

A HAPPY GO LUCKY KIND OF A GUY

Dear SU, I desperately need your help. I am a loyal reader of Sinclair User (now with Crash) and have been reading since the fantastic days of Kami Bear, rumours of Spectrum consoles, the astonishing Jim Douglas and the even more astonishing 128k memory. No mentions of SEGA, NES or those flaming Amigas. During my time as a reader I have seen the price of your mag increase, the number of pages decrease, the Spectrum market downhill and your tapes increase in size. Somehow though your overall production quality has increased by 100% each issue. To cut a long story short I have for a while now wondered if I could have your attention for a few precious minutes.

My story began in the last couple of months in 1991, gradually through the years of hard work, sweat, grit and endurance my Spectrum has worn out, first my joystick went all funny whenever I laid my hands on it (ooer missus) then my tape recorder went (which I fixed) then my aerial lead (third one in two months) bust, my power pack bust (£25 to get it repaired. I was broke for six months and now my keyboard is done in (ie:broken datacorders, broken c\DVC socket, dodgy reset button, keyboard membranes gone and I've got a full roll of sellotape holding it together.

I realise that your column is "Suck up Software" and I'm asking you for hardware but I am a school leaver going to college in September and there's no way I can afford to replace it. A new keyboard can be brought for about £25 - £30 and it's no more than someone asking for 3D Construction Kit etc. So I beg of you, take mercy on me for I am a loyal reader and will continue to be one. Also as I'm skint and loyal and you ask for software Suck Ups could you send me a free game, I'm not bothered which but I prefer puzzle and strategy games(Astroball would be great) but I'll let you choose as SU always gets it's review scores and choices right.

Keep up the good work, I realise that your pages decrease due to lack of advertising and software available but you're still the best read.

Andrew Cain, Handsworth, Sheffield

- *Have you ever thought of getting a little dog and call it Lucky? Or perhaps buying a jumper and drawing a number 7 on it. Well there's no need to worry anymore cos your luck just changed. Yes that's right you've won a prize. I'll have to see what software I can dig out for you (I'd love to help you with the keyboard but as we're primarily a software mag I can't) Remember we're the only Mag that gives away software at the request of it's loyal readers (though they have to be spanking good requests). If anyone out there has a clapped out Spectrum with a good keyboard that they want to sell off for a few quid then get in contact with our dear old editor Big 'Al (by post please) who'll pass the info on to Andrew.*

BRUCE SLIPS A DISK

I get down on my knees and pray, yes you guessed it I have a disk crisis. You see I'm a poor little helpless boy and for four years I was saving up this one special game - Bruce Lee. Then one Christmas I got 50p, this meant I could afford Bruce Lee! The day it came through the letter box I never stopped playing it. Then, one day my dad said he had bought me a blank disk to back up my favourite game, but when he tried to back it up a virus stopped him.

You guessed it again, he tried to erase the virus but instead he erased my favorite game. So please please send me Bruce Lee or some software before I go mad. If I had the money I would buy your mag every month 'cos it's the best!!

John Simmonds

- *Families are a real pain aren't they? If they're not embarrassing you they're annoying you and they're real good at that. You do appear to be in a bit of a jam though. Your favourite game ruined in a horrible accident so I've decided to send you armfuls of software providing you've sent your address. Oh look, you've forgotten to include it. What a pity... next letter please.*

8 OUT OF 10 OWNERS SAID THEIR CATS PREFERRED IT

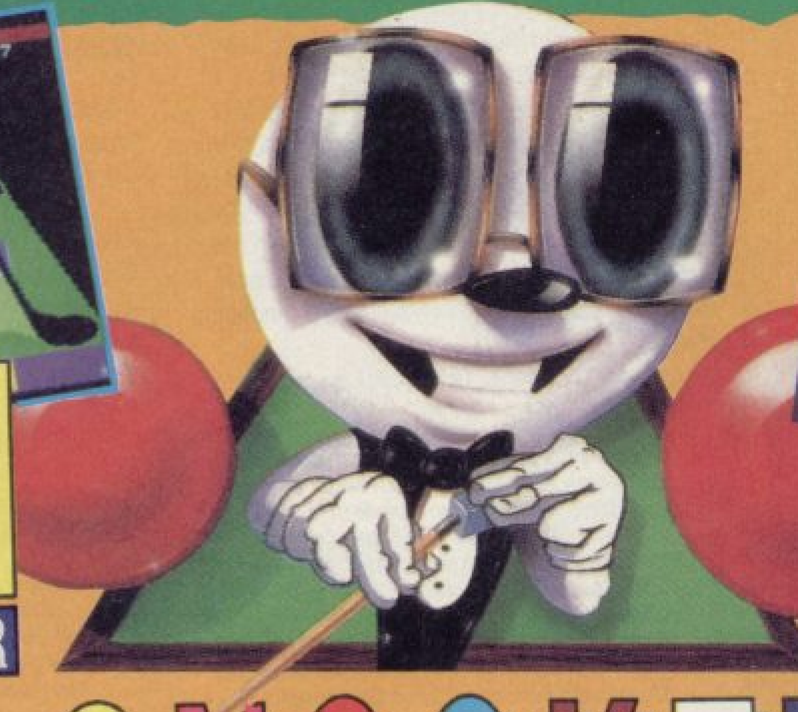
Dear Al (best pal buddy etc), I have a little problem. Yesterday my mum's friend brought Paperboy 2 for his birthday. As I am his only friend with a Spectrum his mum lent me Paperboy 2 to try it out. I got the tape out of the box and was about to put it in the player when my mum called me to do the dishes. I put the cassette down on my desk and went to do them. Much later (we have lots of dishes) I came up and was horrified to see the cat chasing the tape around my bedroom. I eventually caught the cat and wound the tape back in but alas, the game would not work. As my friend is a bit well 'ard I could be in a bit of trouble. Please save an SU reader and send me Paperboy 2.

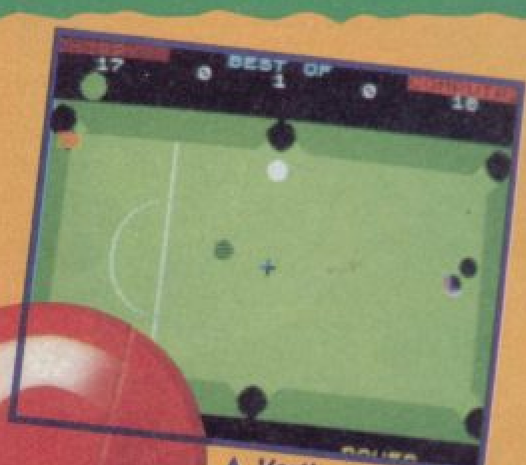
Iain Wilson, Gedling, Notts



- *Top marks for originality, I mean this isn't at all like the old homework excuse (my dog ate it) updated is it? But since I'm feeling generous this month I'm inclined to sympathize with you. So you can have the benefit of my incredible wisdom and experience. Firstly kit your mate out in U.S Army greens and send him over to Spain to wipe out all their air traffic controllers. He'll have such a great time he'll forget all about Paperboy 2 and there'll be no more 17 hour delays at Gatwick due to Spanish air traffic control to boot. As for the cat - just buy yourself a big dog, I'm sure they'll get along famously.*







▲ *Vertical view. Aim your shots on this screen.*

SU SILVER

3D SNOOKER



▲ *Try not to pocket the black mate!*

GAME: 3D SNOOKER LABEL: ZEPPELIN GAMES MEMORY: 48K/128K TAPE: £3.99

A deathly silence descended on the audience as the long haired one approached the table. Only the black remained, if he could just manage to sink this one he'll become the SU Towers champion receive a 50p luncheon voucher as reward. He winds up his cue arm and lets rip. Oh no, he's spooned it off the table and into someone's lap!

Think you can do better? Go for it. 3D Snooker is a simulation of this famous sport, well known for its balls, pockets and dickie bows. It looks extremely similar to 3D Pool which appeared a couple months ago but is hardly surprising considering they're both by Zeppelin Games and they're both green baize table based games. The similarity is no accident - 3D Pool was a stonkingly good game.

To be honest the only real differences I see between pool and snooker are that pool is faster to play and far more simple. But then snooker with its strategy elements can be a far more involving game and, in the long run, more fun to play.

Like 3D Pool, one of the most obvious plus points of 3D Snooker is its colourful and easy to follow combination of two different camera angles, one overhead and one 3D, making shots easy to aim and beautiful to look at. But there are plenty of other features to enjoy too including two player modes, slow action replays and full tournaments.



▲ *The 3D screen allows you to see exactly what's happening in a colourful way.*



Ed Lawrence

I personally prefer pool to snooker, it's much faster and not nearly as technical. But there's nothing at all complicated about 3D Snooker - very simple. There's plenty of lasting challenge via the two player mode and the massive 8 player tournament. Definitely one of the best snooker sims available at this stage.

The obvious first choice is a standard one player game, which can be tricky - the computer is no slouch, but far more possibilities can be entered into in the form of two player games and 8 player tournaments. Two player games can become surprisingly competitive and very intense, as you and some pals battle it out for the title of King Of The Cues. Play is fast and accurate so there shouldn't be too much argument about spawny shots.

Graphically 3D Snooker is very simple but then that makes sense. No memory has been wasted on commentators and crowd scenes. What is there ie. the table and balls are really colourful and nicely done. Animation is good too and the balls fly around the table quickly and smooth as you like. There's no real sound other than the odd chink of balls here and there, but then that's all that's needed.

Playability wise this game is great. Ball control is really well weighted and the computer can be a pretty challenging opponent provided you put it on a respectable difficulty level. Combine this with two player and tournament options and you have a winner.

There have been plenty of pool and snooker sims over the years and I'm glad to say that this one joins the ranks of the genre's immortals.

scores

GRAPHICS	80
SOUND	79
PLAYABILITY	86
LASTABILITY	85
OVERALL	86%

Steve Keen

I'm a great fan of snooker games and over the years I've seen some very good ones - and some very bad ones. Most of the bad points involve bad ball control, limited gameplay and lack of challenge. Gladly though 3D snooker has none of these. It's enjoyable, challenging, lasting and good fun.

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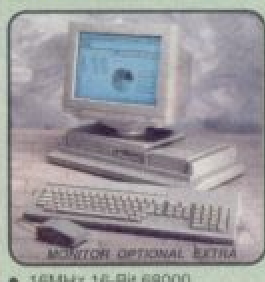
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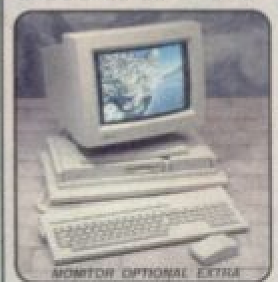
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Greetings Mortals, The sun is shining, the birds are singing, and all is well with the world. Well, almost. You see even sorceresses have bad teeth and although I can tackle dragons, trolls and evil wizards with ease... dentists are another thing altogether. Not that I've got anything against members of the profession, I mean they're probably charming people when they're not being dentists but the moment I lie down in that multi-functional chair of pain I turn into a gibbering wreck.

I'm not afraid of anything but you really do have to drag me screaming all the way to the dentist. Normally it's a very quick, painless business but there's always a chance that the dreaded drill will have to be used! I use it myself to torture cuddly toys but I hate the idea of it being in close proximity to my teeth, Aggh! Quick, I must get back to my adventures before I lose my mind...

First on my list this month is the game Madcap Manor, as several people still seem to be having problems with the end of this little beauty. Basically you will need a gun, which is to be found in the Great Hall by pushing the bell to summon the gamekeeper, then give him the tin opener. He will give you a shotgun in return which you can leave in the hall. Then you must blow the whistle (several times) until bess the dog arrives and when you feed the dog she will leave behind an old teddy bear. Go north to the locked door at the top of the stairs, unlock it, hand over the Teddy bear and a cartridge will be dropped.

Take the cartridge back to the great hall, pick up the gun and load it then go out of the front door to the tall oak. SHOOT NEST and lo and behold a ruby ring ap-

Sorc



Letters

Tanya Robinson, who lives just outside Manchester writes: I'm fairly new to the world of adventures, and was told to buy some of the level 9 games. Actually, they're not easy to find. Anyway I've been playing Ingrids Back and I'm having a few problems. Perhaps I'm not going to be very good at adventures after all! My problem is that I can't get the Hermit to sign my petition. I've tried all sorts to persuade her but nothing seems to work. Help!

* *We all had to start somewhere Tanya, so don't worry (us girlies have to stick together). I can't drive and who knows what might happen if I tried to learn (everyone knows all too well what would happen, it's a terrifying thought!) but back to the adventure in hand, what you must remember is that programmers will try everything and anything to fool you during their games, and in this one you must realise that the hermit is shy and will not sign the petition while you're there. So all you have to do is leave the petition and come back for it later. Good luck in your future gaming endeavours!*

E.C. Hunter, a Stoke On Trent resident, writes: In the game Lancelot (is this a level 9 special issue or what?) I'm having trouble with a set of briars. In particular I want to cut them, but I can't work out the sort of syntax I need. I've got other knights with me, there's no problem there but they never seem to do WHAT I want them to WHEN I want them to. Any ideas?

* *Oh yes,this is a common problem with level 9 games. Lets say you've got Pedivere with you. To cut the briars enter PEVIDERE, WAIT, CUT, BRIARS then on the next line enter CUT, BRIARS, CUT, BRIARS - this way Pevidere will wait one turn and thus be cutting at the same time as you are. Like I say level 9 does this sort of thing a lot,so watch out for future occurrences (yes there are more in this game.)*

Jason Hackett, who lives not a million miles away from Newcastle writes: I've been playing the Hobble Hunter again lately (hooray a non level game) but I still keep getting stuck at the point where Elmaron says "Bring me wrinkle weed and I will make you an earthquake spell." Where is this

pears (originally stolen by a magpie). Get the ring, go west to be congratulated by lord stingy and there you have it - success! I hope that sorts everybody out. Now, on with the show...

Happy birthday to Adventure Probe, possibly the longest running fanzine in the history of the world. Probe will be six years old by the time you read this, an astonishing success for a magazine that started off, if I may say so, in a very humble fashion. Issue one contained just 16 pages including several reviews (Subsink and Mad Martha were the first two), some hints and tips (Heroes of Karn and Sinbad And The Golden Ship Part 1 were the first), and some serialised solutions (the first two being The Hobbit and Neverending Story). Oh yes, it also cost just £1 for an issue too!

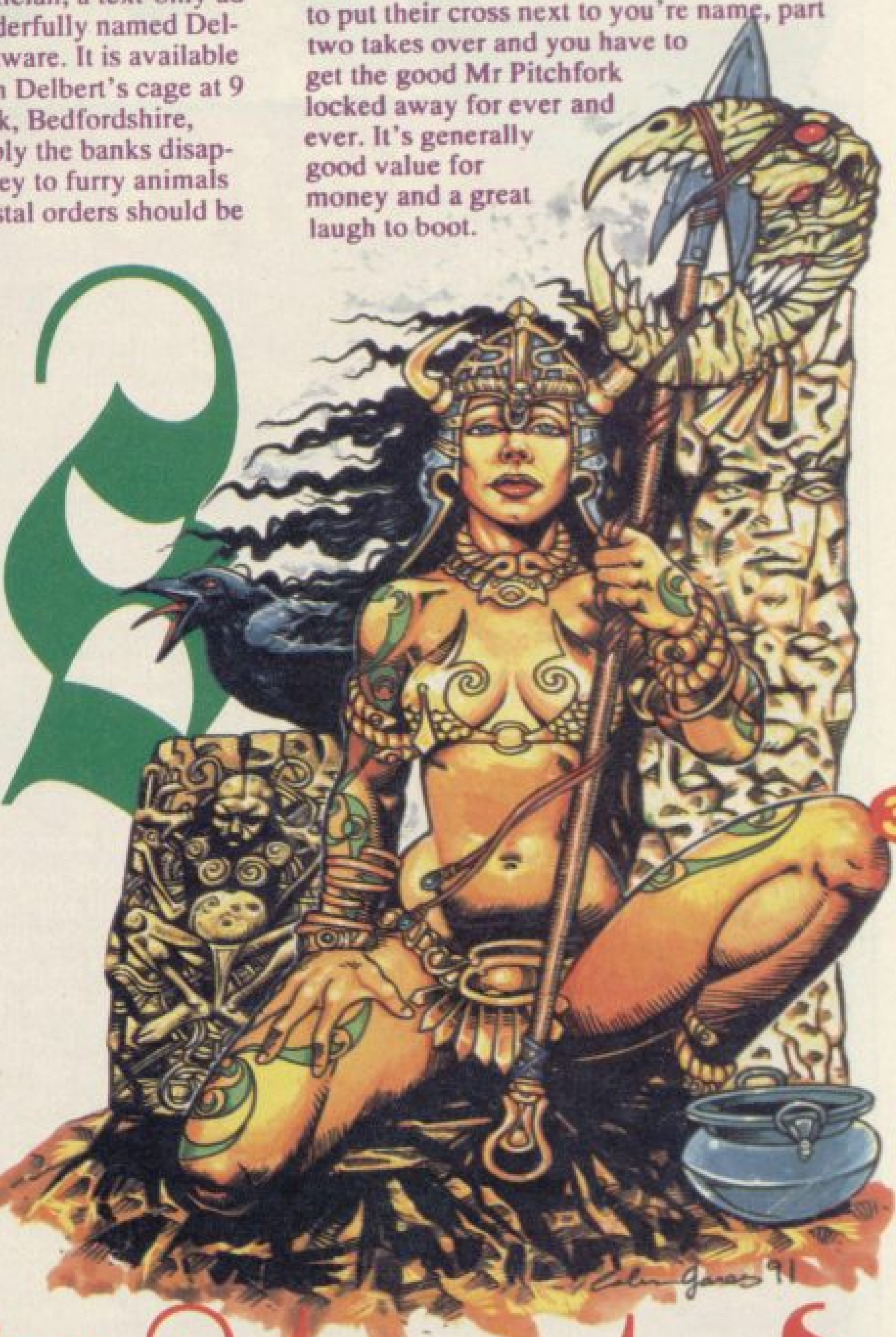
Sandra Sharkey and Pat Winstanley were joint Editors at the time, then Sandra went it alone, later handing it over to Mandy Rodrigues, who is still at the reigns today. Over the past six years the price has risen by a paltry fifty pence to £1.50. It contains the same mix as before (news, reviews, hints, tips, letters, etc.), with several interesting articles and a wide array of helplines. If you're thinking of ordering a copy, write to Mandy at 67, Lloyd Street, Llandudno, Gwynedd LL30 2YP, well done Mandy, and here's to the next five years.

Something that isn't six years old is Brian & The Dishonest Politician, a text-only adventure from the wonderfully named Delbert The Hamster Software. It is available for £2.49 straight from Delbert's cage at 9 Orchard Way, Flitwick, Bedfordshire, MK45 1LF. Presumably the banks disapprove of sending money to furry animals so all cheques and postal orders should be made out to S.P Denyer.

In this game you play the part of Brian Ramsbottam, would-be M.P., out to prevent Garth Pitchfork getting elected. You attempt this by gently persuading ten floating (and gullible) voters to vote for you instead of Pitchfork, and you manage this by helping them out in extra activities. These are all spelled out for you, but knowing what to do and how to do it is a different matter altogether.

When you've finally persuaded ten people to put their cross next to you're name, part two takes over and you have to get the good Mr Pitchfork locked away for ever and ever. It's generally good value for money and a great laugh to boot.

eress



darned wrinkle weed supposed to be? I can't seem to find any and without it I can't finish the game.

* *You're right you can't. The wrinkle weed is down at the bottom of the pit, but before you hurl yourself into it you will need to drop a plank and a pie into it, you can then go down ,get the wrinkle weed, and safely get back and safely get back out again to reach Elmaron by going w, n, w, n, n, w.*



Dawn Leyland, from NW10 in London writes: In Mordon's Quest which I found second hand recently, I've just started and already I'm stuck. What am I supposed to say to Trazan? I've tried all sorts of things everything that's been mentioned in the game so far but nothing seems to work.

* *We covered this recently,but because the answer is so illogical, and to prevent further queries,I will tell you that you are sup posed to say FROG (the outline of the map is supposed to look like a frog.) Daft isn't it?*

Getting you Started

THE HERMITAGE

(from where we left off in part one):

Read book, ramsave game, e, d, e, e, n, n, in, close door, sleep. N, w, n, w, exam bushes (you find a pouch), exam pouch (you find 10 copper coins), e, n, rescue man (from Gargoyle creatures), in, say to Thomas hello, give book to Thomas (he writes a translation and gives you the paper). You leave the cave and head East. This is the end of part one, so save your position to tape for part two, which you can see right here next month. Don't miss it!

CHALLENGE OF ITHYUS

(from where we left off in part two):

Get wand, insert star, w, n, n, open door, enter door, n, e, n, e, (back at dog), say evap (you free the dog), w, s, w, s, enter door, s, s, s, enter boat, cut rope, e, n, wave wand, look, examine rock (you get a message from Arakin), wave wand, s, enter hut, leave hut, s, e, e, (you fall asleep again), say fire, shout, s, enter door s, s, s, enter boat, cut rope, e, e, s, e, e, (ignore the Orc), n, e, e, (ignore rubble), input east (redescribe until forcefield drops and dog fights another), look , n (you see Ithyus, who hurls a ball of fire at you), duck, s, kill Ithyus, wave wand... That's it, all finished. Well done.

Sorceress

Witts End



DAVY JONES LOCKER

(more objects and their uses):

Mussels make big muscles to make you big and strong, the bottle of Cod Liver Oil can be used to lubricate the winch, turn the winch to point the gun in the right direction, carry the gold chalice and the mechanical sorter will escort you to the commander of the alien shop. Gold is just what he needs to repair his ship, and that as they say is that!

STALKER

(a few more objects and their uses):

Pull the lever in the anti-gravity chamber to get Bay to throw the object on the ledge to you, wear the goggles when you take a swim at the spa to see the object that's at the bottom of the pool, at the launch pad you must insert Captain Aldraan's Entrikard into the machine to board the shuttle, examine the bunks in the shuttles sleeping quarters to find the piece of paper that has the code number on it, hit the controller with the baseball bat, wear the spacesuit before turning off the shuttles oxygen supply, examine Captain Aldraan to find the stolen video disk and some white powder. This proves him guilty in the Narcotics scandal and marks the end of this one.

BEHIND CLOSED DOORS III

(another few more objects and their uses):

Points are awarded for completing the crossword in the Goblin Gazette, unfold the paper to read it, roll the paper up to push the hammer off the shelf, use the felt tip pen to fill in the crossword and make a cross on the bowl use the hammer to break the bowl and let some gas out, remove the boots (which are glued to the floor) so that you can move, throw the nail at the bird, use the match to light the gas, use the screwdriver to remove the hinges from the door ,the puddle can be used to remove the rust, pull your nightshirt down to prevent shocking your neighbours and remember the best advice ever given: If at first you don't succeed try, try and try again, or alternatively if at first you don't suc ceed, cheat!



ECLIPSE

(objects and what you can do with them):

The code book enables you to read telex, the blueprints tell you how to balance the spacecraft, the button opens the door to the closet in the Gymnasium use the crowbar to prise open the nailed-up cupboard, use the spade to dig in the rock garden before taking it to the gardener, use the rake to rake the rock garden, use the torch in the dark cinema to see objects (the gardener gives you a battery), the cryptic code to enter the red door is found on a paper given to you by an admirer, use the feather duster to dust the table in the games room, use the one pound coin to buy a cheese sandwich in the canteen (must get there before the man in the games room `alf inches it).....more here next month.

MUTANT

(even more objects and their uses):

The bag contains the oily rag and a map (somewhat of a red herring) and will hold many objects, use the jack to jack up the boulders when over the mutant's cave, wear the stockings to protect your legs from stinging nettles (what a soft girlie). Short the leads on the car battery to create a spark to light the oily rag, put the reed in your mouth to breathe underwater, the diary merely contains background information. Chew the wad of tobacco to make it soft then use it to plug the hole in the bath. The snails are food for the birds, drop the egg by the alligator and watch the alligator and the crocodile fighting over it, use the vine to climb down the slope and also to climb down the roof of the cabin... can you possibly survive until next month? I hope so.

THE PYRMAID

(from the start):

Help, e, e, w, s, get bottle, fill bottle, read map, n, e, e, n, drink water, n, n, examine bed, examine blanket, pull blanket, rest, r, take lamp, get blanket, wear blanket, get rod, move bed, get shovel, drop gun, s, s, help, e, e, w, s, w, e, drink water, drink water, fill bottle, wet blanket, w, examine stone, insert rod, n, drop map, e, examine altar, get ring, wear ring, w, w, up, examine opening, get rope, up, e, get cloak, wear cloak, w, own, down, w, tie rope, down, dig earth, get crowbar, dig earth get nugget, up, get rope, drop shovel, e, e, n, n, open sarcophagus, drop crowbar, examine sarcophagus, examine mummy, s, e, pray, w, w, up, examine opening, get Tanna, down, e, n, n, drop Tanna... to be continued.

PRIDE OF THE FEDERATION

(from where we left off in part two):

nw, w, w, n, n, w, nw, ne, examine screen, ak5335, touch p, insert card, touch e (card programmed for electrical supplies), get card, touch f, sw, se, sw, get handle out of box, turn nut with handle, w, nw, sw, insert card, press button 4, get old fuse out of box, drop old fuse in receptacle, getcard, s, examine counter, examine machine, press button, drop handle, get fuse, drop fuse in box, get handle, ne, turn nut with handle, drop handle in box, e, ne, nw, ne, examine screen ak5335, touch p, insert card, touch s (card is now reprogrammed for service droid fuses), get card, touch f, sw, se, e, s, s, e, e, se, insert card get fuse out of box, say replace fuse, nw, w, s, s... part two complete and part three will miraculously appear next month on these very pages. Be there!

ENERGEM ENIGMA

(funnily enough,from where we left off):

Drop tin open trap door, down, dig (twice in sand), get witch (sandwich?), pull lever (moves slab of rock), u, e, get basket, w, w, s, u, n, set trap (with basket and cheese plant), wait (repeat until a mole is trapped in the basket), get basket, n, s, s, release mole (digs another tunnel), drop basket, enter tunnel, w, u (must be wearing boots) get handle, d, e, s, w, examine crank, insert handle, turn handle (lowers bridge), s, examine toys, get pipe, n, w, w, s, s, s, get rope (by well), n, n, n, n, w, w, get pole, vault river, drop pole, w, u, in... more next time.

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scores

GRAPHICS	78
SOUND	57
PLAYABILITY	81
LASTABILITY	82
OVERALL	80%

Garth Sumpter

Lots of fast paced action marks Italy 1990 as a very playable game. The best game off the recently launched Gary Lineker collection has now been launched as a standalone re-release budget title. Worth a look.

And he's running with the ball, he beats one defender, two, three but finally gets brutally taken down by a vicious tackle. Not before he passes the ball to the striker though, who boots in into the back of the net. Ah yes, it's another Sunday afternoon's frantic football antics.

Italy 1990, as the name might suggest, first arrived on the scene during the 1990 World Cup, among a plethora of other football titles in what was without doubt a very mixed bag of ball games. Although Italy 1990 didn't stand out from the crowd on most fronts it did (and still does) have one advantage - it's fast.

While other games have you plodding happily around the field kicking the ball when you're good and ready this one provides real speed challenge. This can be a good thing or a bad thing. It does increase the game's competitiveness but because there's no stop and hold facility, allowing you to actually stop with the ball and pick a player to pass it to, it can lead to frustration too.

There are a full range of international teams available, so take your pick from the

INTERNATIONAL 3-D TENNIS

Not a very good score but a very good score box.

GAME: International 3D Tennis **LABEL:** GBH **MEMORY:** 48K/128K **TAPE**£3.99

scores

GRAPHICS	91
SOUND	62
PLAYABILITY	88
LASTABILITY	90
OVERALL	91%

Alan Dykes

The Sensible boys have served up a treat with International 3D Tennis - the best Spectrum version of the sport bar none.







Matchstick game mania.

It's that time of the year; the time when those white shirts and shorts are dug out of the back of the wardrobe and folk all over the place take to the courts for a nice, relaxing game of tennis.

Apart from the pros that is, who fight tooth and nail to make an absolute fortune from the game. International 3D Tennis gives you a first-hand look at professional tennis, in a way never before seen. Programmed by Sensible Software, the development team who first shocked the world with the amazing Wizball and are currently doing very nicely thank you out of their latest footballing bonanza, Sensible Soccer on the Amiga. International 3D Tennis takes the player through an entire pro season, with massive amounts of prize money to be won for the best of the best - and even a bit of dosh if you're totally useless!

As the title suggests, the game is viewed in second-person perspective 3D, with the characters being picked out in wire-frame graphics. While this may sound a little odd, this style does allow for some extremely impressive animation. You don't have to play from just one view, either; International 3D Tennis gives budding Beckers and aspiring Agassis a choice of ten different camera angles, letting you see the action from anywhere on the court!

The rules of tennis have been implemented to the letter - each game is won by winning four points; fifteen, thirty, forty and the game point. A player must win six games to win the set, with a margin of two games between winner and loser. Playing an entire season takes the player to various tournaments around the world, with the aim of getting to and winning the final firmly fixed in your mind.

Unfortunately, the season option is unavailable to 48K Spectrum owners, but the game itself is so good, those of you with little Speccies simply won't mind.

International 3D Tennis is a fantastic tennis simulation, with controls that are easy to learn yet give a massive amount of play options; you can even add spin to the ball! The different views, while adding little to the overall playability, are a great touch nonetheless and the 3D graphics are fast and great to watch. It's game, set and match to International 3D Tennis!



Garth

I'm tennis mad, me! As soon as I see those little green balls I just have to hit 'em. International 3D Tennis is the best example of the game I've seen on Spectrum and there have been some average to good ones out. Get this game if you're even remotely interested in chalk dust and Robinsons Barley Water.

Action is fast paced and the sprites move beautifully.



GAME: Italy 1990 LABEL: Kixx MEMORY: 48K/128K TAPE: £3.99

ITALY 1990



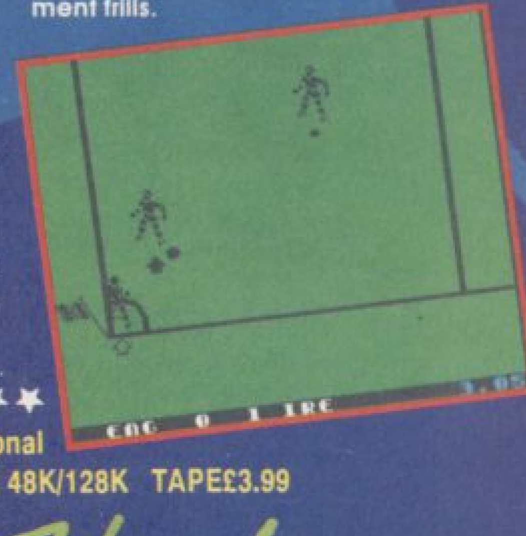
Ed Laurence
There are a lot of budget re-released footie games around and I'm not satisfied that this one is up there with the rest of them. It just doesn't have the overall attractiveness of Man UTD. or Emlyn Hughes. Not a bad arcade style footie game though.



best, including (the now sad) England, (the truly international) Republic Of Ireland, (the very Ruud) Dutch and the (nutty) Brazilians. The gameplay includes heading the ball, chipping the ball, normal and sliding tackles and penalty or corner set pieces.

Graphics are more than reasonably clear but a little plain during actual gameplay. The game is, however, punctuated by frequent visits to the nice man in the tv commentary box and the digitised scoreboard, which announces corners, free kicks and scores (usually for the other team for the first few games but you'll soon get the hang of it).

Italy 1990 is not the perfect computer footie simulation but if you're interested in obtaining yet another one it's worth a look as a fast arcade style footie sim with no management frills.



GAME: Emlyn Hughes International Soccer LABEL:GBH MEMORY: 48K/128K TAPE£3.99

Emlyn Hughes INTERNATIONAL SOCCER



Colourful intro screens, less during the game though. ▲

Football has certainly been on the minds of most people lately, what with the recent European Championships in which England performed so, well, just so. But don't let the sad debacle which is the national team put you off Emlyn Hughes, International Soccer before it's even kicked off!

Endorsed by the squeaky-voiced ex-Liverpool captain himself, Emlyn Hughes' International Soccer is a horizontally scrolling action game with managerial undertones. You have control over all of your team members, although not at the same time. Control is passed to whichever footballer is closest to the ball, and he can perform a number of actions - run, turn, pass, shoot and the like. As in the real sport, the aim of the game is to score more goals than the opponent - either the computer or a human player. Free kicks, corners and throw-ins are all in there, as are penalties should a player be fouled in the opposition eighteen-yard box.

If play is not going the way you want it, or if one of your team is injured, substitutions can be made. And, in the management section of the game, the entire look of your squad can be altered - even names changed and attributes tinkered with to form your favourite side! There are three different competitions to take part in; a league of eight teams, a knockout Cup competition and a season incorporating both league and Cup.

There aren't a desperate amount of good soccer games for the Spectrum, except perhaps for Manchester United. Emlyn Hughes' International Soccer is a more advanced game than that, with better graphics and more enjoyable gameplay. As with most games of this ilk, more fun will be had in the long run with two players than battling against the computer which, after a while, becomes a doddle to beat.

The management side and various competitions add variety to Emlyn Hughes International Soccer and, even if you aren't desperately keen on the man himself, you should find the game he's endorsed a lot less irritating.

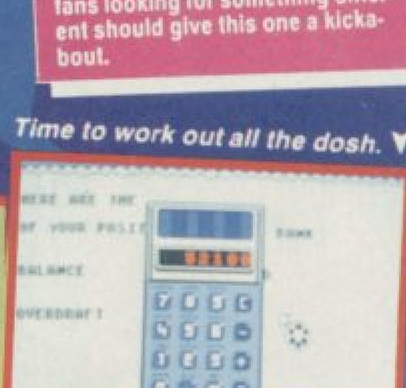
scores

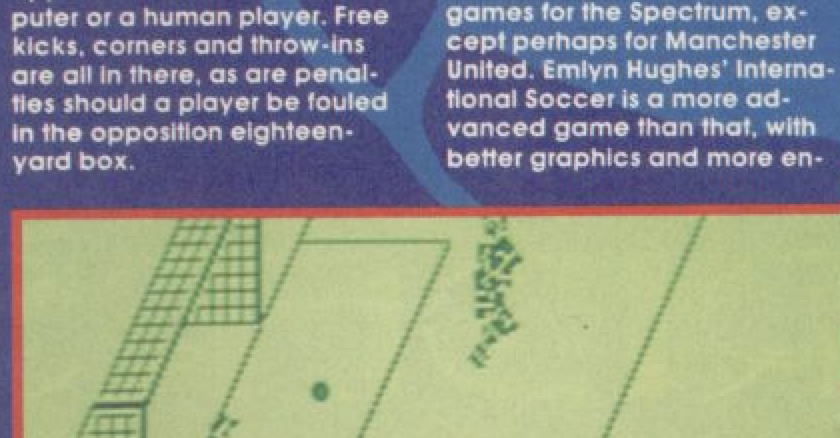
GRAPHICS	80
SOUND	39
PLAYABILITY	79
LASTABILITY	84
OVERALL	82%

Paul Rand

Not quite as good as GBH's superb Manchester United, but avid footy fans looking for something different should give this one a kickabout.

Time to work out all the dosh. ▼





Mmm. These players look familiar. ▲



Alan
In some ways I prefer Emlyn Hughes Int. Soccer to Manchester United as I feel the game is a little bit smoother around the edges. Certainly one for the collection if you want a really good football sim.

COIN OPS



Summer's hot down at the arcades - and our man in the hot seat, John Cook takes on all comers to bring SU the latest news - once he works out how to take off his sunglasses without poking his eye out. There's lots happening with plenty of all action shoot 'em ups, a Mario Pinball and, unfortunately, one or two duff money wasters too. Find out what to play right here. Every month.





MYSTIC RIDERS

IREM



About 18 months ago, Sega tried to release a cutesy Nemesis clone called Cotton. It was terrible. Now Irem are having a go - and it's brill. What's the difference? Well, graphics and gameplay for a start. Your 'witch on a broomstick' sprite looks great and all the spooky enemies are groovily themed to produce a suitable satisfying fantasy result. Good so far.

Gameplay has been well attended to, with plenty of power-ups and neat things you can do with yer stick - like make it fly off in different directions and zap baddies. There's also magic fire that spouts out of the back of your broom to zap anything that happens to be in the way.



Luv it? I do - so give it a try yourself! It's Magic!

ADDICT FACTOR 87



UNDERCOVER COP



IREM

Life has its ups and downs, eh? One minute you're: a) An ace martial arts type dude, b) An American Football hero, c) A cute happily attached girlie

And then:

a) You kill a bloke who's being naughty with your girlfriend, b) You get framed over a drugs bust, c) You kill a bloke who's being nasty to your bloke

Who'd want be a vigilante in the 21st Century? Well, these three reluctant misfits as it happens; Zan Takahara, Matt Gables and Rose Felmond re spectively.

In Undercover Cops, we have a de cidedly post-apocalyptic scenario, where a Government initiative on inner city control and rejuvenation has dismally failed, and they've decided to send in the tough guys - and girls (instead of Robocop, which is the logical course of action). So choose your persona from the above - and away you go.



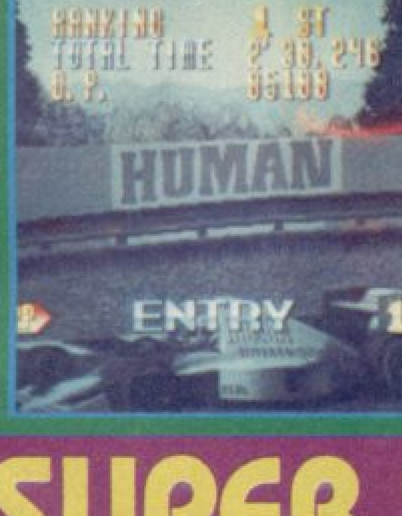
Big sprites are the order of the day, as you proceed left to right in this comp- etently written adventure beat-em up where you're allowed to do things like rip box girders out of the ground and fell punk looking enemies with mighty blows. You can also resort to the more conven tional kicking, jumping and punching - as dictated by a joystick and two fire buttons - and jolly satisfying it all is too.

At the end of the day - you might just feel you've seen it all before - but fans of fight games aren't going to feel cheated.

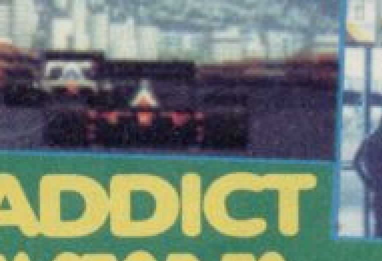
ADDICT FACTOR 78

FAST LANE

HUMAN ENTERTAINMENT



Life in the Fast Lane? I think not, yet this split screen Form ula One game has its moments. Best played with a friend, you choose your name and team - then it's off to the races.





Simple to play, with one fire button giving you acceleration and a joystick steering, you zoom around various tracks, going on to the next level/dif- ferent track if you manage to beat your opponent and the computer players. Not inspired, but does man- age to eek out a few thrills and is one of the better PCB driving games - par- ticularly for it's two player appeal.

ADDICT FACTOR 73



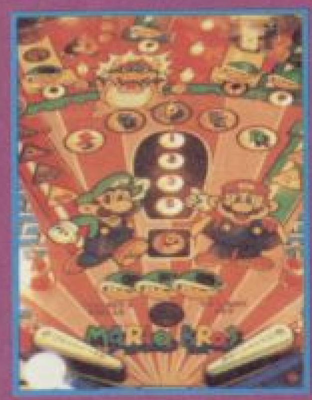
SUPER SPACEFORTRESS MACROSS

What can you say about something that generates this much adrenaline? Wooorrrrrrrr!!!!!!!! Subtle? No. Original? Nope. Blindingly fast and needing a lie down after a couple of games? Yes, yes, yes, yes, yes. Play it!



BARPRESTO/BIGWEST ADDICT FACTOR 82

COIN OPS



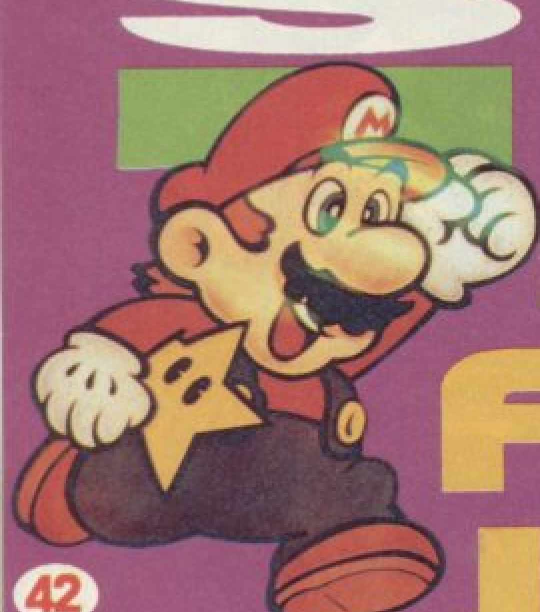
SUPER MARIOLAND PINBALL

GOTTLEIB

With Mario now as famous as Mickey Mouse, the pinball game was only a matter of time - but the fact it was Gottleib that did it... and that it's pretty stonkingly good... was quite a surprise. It really is quite fab. The basic idea is to make up the word S.U.P.E.R. letter by letter by getting the ball up the left hand Yoshi ramp and then hitting it along a right hand return with the third flipper located on the upper playfield, bringing it back to the right hand flipper.

Once you make SUPER, a stopper comes up between the bottom flippers and you have to rescue the Princess from the castle by making a right hand upper playfield shot into the Castle. You get the first level. Do this seven times and you could get some super jackpot. You can also get a mini-jackpot by doing the same during multi-ball - only one of a myriad of hidden features (just like Mario on Nintendo) that you have to find for yourself.

With loads of Mario sounds and all the characters from the World's favourite video games, this pin is highly, highly recommended. JUST DON'T PRESS BOTH FLIPPERS AT ONCE, WILL YOU!!!



ADDICT FACTOR 92

FUNKY JET



MITCHELL CORP.

If they don't pull their collective sockies up, Mitchel are going to go down as the most celebrated one-hit wonders in the history of computer video gaming. They had a neat idea with Pang, followed up with the frighteningly similar Super Pang and then a Bubble Bobble look-alike, Tumblepop. A worthy track record? Now we are presented with Funky Jet.

About as funky as a country and western song and looking as though it's seriously trying to be Bomb Jack - a rather neat Capcom game from the deep mists of time - Funky Jet succeeds in not only not being Funky, but hardly having any jets in it at all! Boo hiss! What about the RB2-11 that well known turbo prop? That could get you well out of order at 32,000 feet I can tell you, and what about a Pratt and Whitney with 1500 gallons of aviation fuel - it doesn't bear thinking about.

You have a cute central character (or two if you like to do things with a friend) and must zoom about the playfield battering the meanies that hang out around the various platforms arranged therein. Some of these look pretty good and endear a strange sense of satisfaction as you beat them out of existence with your oversized boxing gloves.

Many will give out power-ups when zapped such as bullets - which you walk over to collect (they then zoom up to the top left of the screen) giving you super fire power for a short while when you've collected enough. Hearts are also available which increase the overall power of your biffs.

After a few screens are cleared, packing crates fall out of the sky which have to be avoided and then smashed open. Usually they'll contain enemies, but there's the odd goodies to get hold of too. If you clear a screen of all baddies and cases, without loosing all your energy, then you go on to the next level and the next and the next, yawn... Get the idea.

So if all this sounds dreadfully exciting, you must be mad, because the sad fact is that Funky Jet is not at all exciting, about as interesting as England vs Denmark, and should have been mentioned at the Rio Summit was a waste of diminishing global resources.

ADDICT FACTOR 43

AMERICAN LASER GAMES

SPACE PIRATES

Did you enjoy 'Mad Dog Mcree' and 'Who Killed Jonny Rock?' Then you'll probably react reasonably favourably towards Space Pirates. With laser gun in hand, you must save the Colony Ship Ursula Skye which has been boarded by Captain Blackhole and his pirate crew. They are holding the crew hostage and only you can re-arm the StarSplitter Super Weapon (with Gemstones) and defeat the evil fiend. Got that?



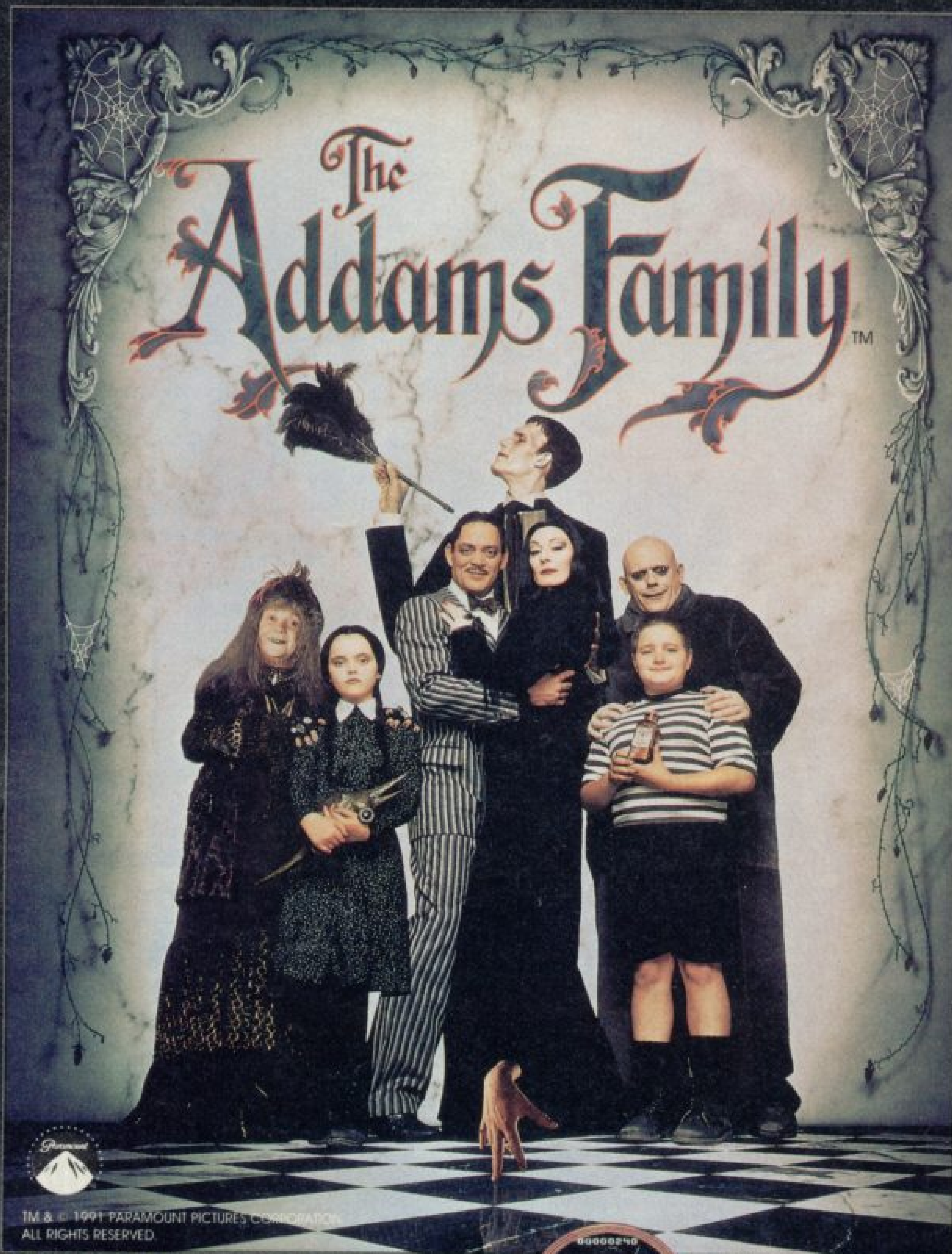
Filmed in what can only be described as a 1960's Dr Who set, don't expect Terminator II production values, but it's a pretty good space opera romp and will appeal to all those budding Flash Gordons out there.

ADDICT FACTOR 85



Creepy, Kooky, Ooky, Spooky!







They've got the creepiest house in town!

But not now that they've been evicted! Morticia, Lurch, Granny, Pugsley and Wednesday have gone back to their creepy abode to regain possession.



They have the Gookiest friends ever!

But watch out for Tully - he plays mean. Tully is the trecherous lawyer intent on stealing the family fortune and who has many a dirty trick up his sleeve.



They're the Spookiest family around!

But not now that they've disappeared! As Gomez you must find your loopy loved ones in their spooky mansion house.



They dance a wacky dance!

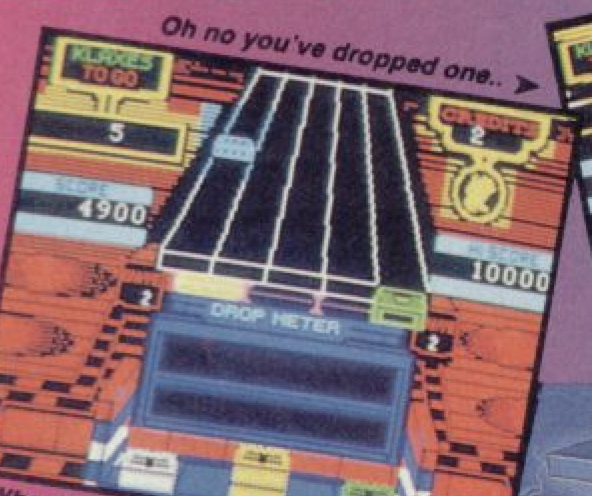
And you'll be shakin', rattlin' and rollin' when the spikes, monsters and ghosts save the last one for you! If you solve the puzzles and follow the clues you might just save the Addams Family so that they can...

Haunt like a good family should!

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Oh no you've dropped one..





Klax goes green.







Where is everyone?

Tile Arranging. Doesn't sound too amazing does it? Mixing and matching different coloured tiles, trying to get them to match the carpet and then rushing to get the whole job all finished before your wife/husband/boy or girlfriend/mother and father get home. Don't like the sound of it? Good, that's not quite what Klax is all about.

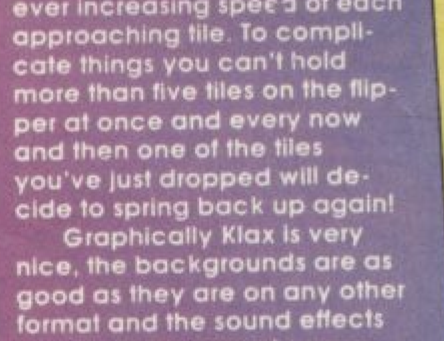
GAME: KLAX LABEL: HIT SQUAD MEMORY: 48K/128K TAPE: £3.99

KLAX

Remember Tic Tac Toe and Tetris? Well Klax owes a lot to both of these games. The multi couloured tiles and shapes concept of all three is the basically the same though, simplicity personified. In Klax you must catch different coloured tiles on a flipper and then drop them into the bins below in either vertical, horizontal, or diagonal order, lining up tiles of the same colour in order to gain tons of points. Sounds easy? You must be joking!

Things start off simple enough but by level six it all gets very hectic, what with vertical klaxes, horizontal klaxes, diagonal klaxes and even X shaped klaxes as well as the ever increasing speed of each approaching tile. To complicate things you can't hold more than five tiles on the flipper at once and every now and then one of the tiles you've just dropped will decide to spring back up again!

Graphically Klax is very nice, the backgrounds are as good as they are on any other format and the sound effects and digitised speech are great. The saying goes that the simplest ideas are always the best and indeed they are. This is one of the most playable puzzle titles yet seen. It's very enjoyable and hugely addictive. Trust me it'll be a long time before you leave this game alone.



scores

GRAPHICS	86
SOUND	84
PLAYABILITY	91
LASTABILITY	90

OVERALL 89%
Paul Anglin

This game should carry a government health warning. Escape the savage, merciless addictive powers of Klax while you can. For months all you will think of is getting to that next wave and creating more and more klaxes. Buy this game at your own risk.

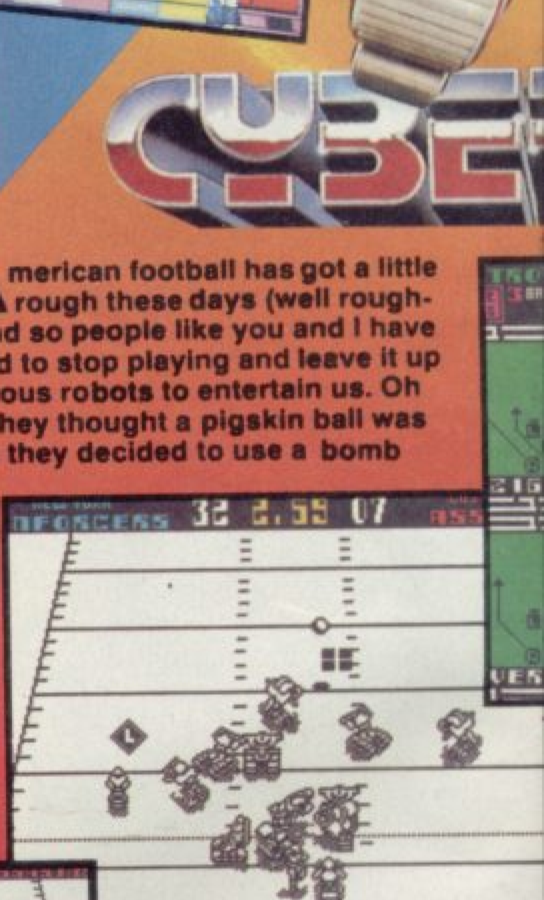


Alan

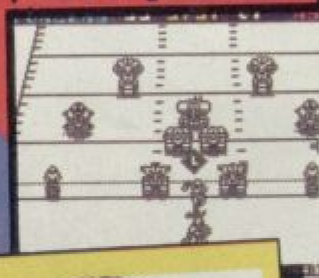
Anyone who used to play noughts and crosses and hang man during boring French exams, before heading off down to the arcades for a real puzzler will love KLax. The principle is basically the same but it's incredibly addictive and the graphics are far better than the back of an exam paper!

American football has got a little rough these days (well rougher) and so people like you and I have decided to stop playing and leave it up to enormous robots to entertain us. Oh yeah, and they thought a pigskin ball was a bit girlie so they decided to use a bomb instead.

This is basically American football (apart from the above changes) with a smaller pitch. Traditionally American football is bit complicated for us Brits to play (as well as relatively uninteresting) and Cyberball carries on that tradition, but succeeds in making it worse.



Here we go.



scores

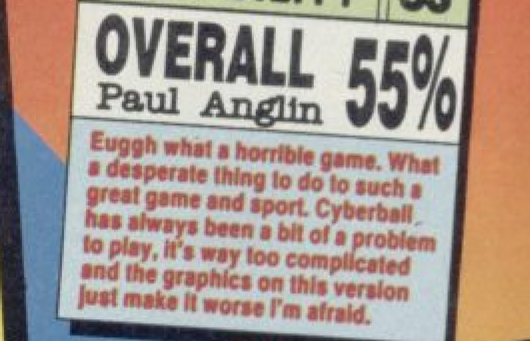
GRAPHICS	62
SOUND	69
PLAYABILITY	54
LASTABILITY	53

OVERALL 55%
Paul Anglin

Eugggh what a horrible game. What a desperate thing to do to such a great game and sport. Cyberball has always been a bit of a problem to play, it's way too complicated and the graphics on this version just make it worse I'm afraid.



Things are getting busy.



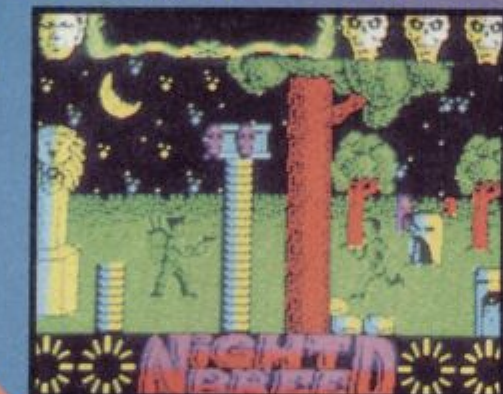
NIGHT BREED



GAME:NIGHTBREED
LABEL:HIT SQUAD
MEMORY:
48K/128K
TAPE:
£3.99

GAME:
CYBERBALL
LABEL: HIT
SQUAD MEMORY:
48K/128K TAPE: £3.99



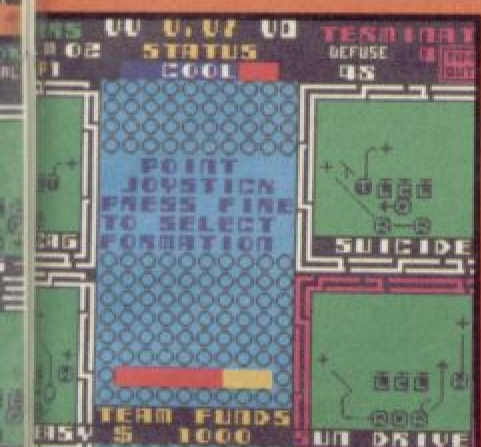


Nightbreed. What is it? An alternative term for the Birds and the Bees? A group of sad people that only come out at night and drive their equally sad cars around one way systems attempting to impress the girlies? No it's the game of the film of the book of Clive Barker's Nightbreed. HORROR!



Boone has lost a few, if not all of his marbles. During one of his therapy sessions with Dr. Decker he learns that he is responsible for the odd murder here and there. In his desperation he learns of a place called MIDIAN where he will be forgiven of all his wrong doings. So off he sets to find it, but in the process he unleashes normal humankind on the hated Nightbreed. Ooops.

Graphically nightbreed is quite good but it does have the problem of "what am I controlling" due to the main sprites and the backgrounds using the same colours. The different screens are not very different at all, and you could well get bored looking at them. Sound doesn't really exist there's just a few little noises here and there, not really the atmospheric push that a game like this needs.



Decisions Decisions.



scores

GRAPHICS	73
SOUND	67
PLAYABILITY	65
LASTABILITY	62
OVERALL	66%

Steve Keen

I've seen this film and it's absolutely gross but immensely enjoyable (if that's the right word) and I hoped that the game would follow the same pattern. Unfortunately it wasn't to be. It's just too confusing and frustrating to be enjoyable for any longer than a couple of days.



Alan

There's only three things I like about Americans; hamburgers, west coast girls and their version of football. However I have yet to play a Spectrum version of American Football that captures its true feel. Cyberball is another in a long line of attempts that captures the feeling of sheer frustration more than anything else.

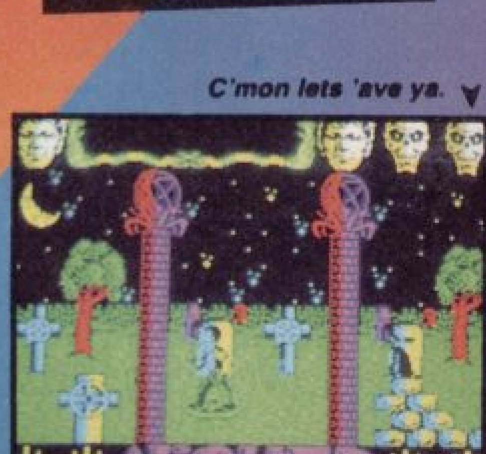
What a nice place (NOT!)



It's nothing to do with the menus, which are actually very well set out. It's the game itself that provides the confusion. Both teams look very much the same and the ball blends in perfectly with the background which is highly annoying. Also the responsiveness of the players is about equal to that of a crippled centipede.

Graphically Cyberball isn't terrible, it's just that the two teams look very similar to each other and as the pitch also uses the same colours as the players and the ball the result total confusion. Sound is nothing amazing but it's okay. Unfortunately due to confusing graphics and terrible responsiveness this game is an absolute nightmare to play and prolonged effort (if you can be bothered) really makes no odds. A disappointment.

C'mon lets 'ave ya.







Ed Lawrence

This is very much a scaled down RPG. These games depend on one thing essentially; ie. clear and simple game play. Nightbreed however has neither of these.





Nightbreed isn't particularly playable either, the object of the game is just as confusing as the look of it. And so it doesn't take long before you get fed up trying to work this one out. That's the saddest thing about Nightbreed, it looks as though it could have been a really good title, it's certainly a massive game. But I don't think that many people will stick at it that long.

CHE
O . U

Whilst most of you have been coping with the miserable English weather, dreaming about far off countries and sunny shores, Mr Checkout has already been there, seen them and come home again with a bundle of Duty Free tucked under his hairy underarms and a life sized mohair sombrero-wearing-donkey on his back! Yes, Steve Keen has been abroad again and we all had good fun making up naughty stories about him which is a pity because he heard about them and won't give us our presents. The best vids, the best toys, the best of everything, that's Checkout.

COLOUR WEAR



Price: £18.99 and £17.99 respectively.

Duty Free is the place to be this summer whether you're going to Barley or Bermuda. The trouble is, you can never fit enough into your suitcase. Well here's an incredibly ingenuous way around some of your problems. Global Hyper Color is a new range of clothing from America with a difference. Not only do you get one item of beach and casual wear of outstanding colour and quality, but you get an extra one included with every purchase.

How? Easy! Due to a fantastic new discovery each Global Hyper Color item actually changes colour according to room and body temperature meaning that every time you put on your clothes you're treated to a different design or a totally different colour addition to your wardrobe! At the moment the range includes T-shirts and swim wear, but is set to incorporate a whole host of others. Great fun and stylish with it!

HEDGEHOG HOLS



Price: £19.99

Now, wherever you go these holidays you're bound to be stuck in a small place with little more to occupy your mind than a three year old copy of National Geographic or, if you're lucky, the back of a Malteser packet. The perfect companion for such journeys would be a Gamegear, but sadly few can afford such extravagances as the hols are expensive enough by themselves.

Well with a little hunting around there's a very viable cheaper alternative in the shape of a Grandstand Sonic The Hedgehog hand held game by Sega. The game-play is very close to that of its Sega counter part, but obviously scaled down to suit your pocket. The colourful screen and design provides a variety of controls and options that'll shorten the longest of trips.

SLY FINGERS?

Two of the more strange and fashionable of the electronic hand held ilk are the Sly Fingers and Game On A Rope. The former come in five different colours with game styles to match. The curious thing about them is that you can play them by only using one hand! The control buttons are concealed inside the finger holes and the small yet detailed screens fit in the palms of your hand.

The set are complete with miniaturized graphics and sound effects. Although the Game On A Rope may sound and look like it's more famous soapy equivalent they're a lot more fun. Again there's three to choose from, 'Space Man', 'UFO' and Cunning Fox'. The games are simple and colourful enough to captivate most kids for hours.



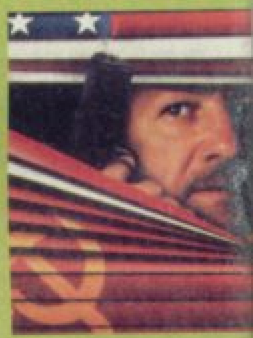
Price: £8.50 and £5.99 respectively.

VIDEOS



The SU Clapperboard: Remember that this clapperboard represents the dizzy heights of critical acclaim for videos. Mr.

COMPANY BU.S.INESS



Gene Hackman stars in this spy thriller concentrating on the collapse and termination of the cold War. Hackman plays a CIA agent made redundant by the recent new found cooperative tactics between the East and West. Now he finds employment working for a cosmetics company, infiltrating its rivals to gather secrets on the latest nail polish colours and perfumes. However the CIA cannot operate without his specialist services for long and decide to send him on one last

CURLY SUE



Just when you thought it was safe to enter the video shop without fear of stumbling upon another nine year old kid coming on 30, another Home Alone clone appears. James Belushi plays the official guardian of the precocious child actress Sue and the two roam the American highways living on their wits and running increasingly frequent scams from place to place. Both are content with their nomadic lifestyles and Sue revels in her freedom, but nothing lasts forever and when the two try to pull one over on a affluent female lawyer, played by Kelly Lynch they not only take on an entirely new series of comical adventures, but the makings of a complete family too.

AND YOU THOUGH WERE WEIRD!



Well this film should strike a few chords. Max and Josh are your regular teenage brothers except for one thing, they're utter computer whiz kids. After winning first prize in a young inventors competition the two call upon all their father's inherited inventive talent and invest the money in fulfilling their only dream, the creation of a super robot. The new creation is constructed entirely out of household utensils and assorted home paraphernalia and justly named Newman (sounds like a certain robot Bill and Ted to me). How-

ECK
U . T

Checkout will clobber anyone who says different, so we're not arguing with him. No sir! The ratings go like this: 1 - Complete rubbish. 2 - Verging on rubbish but with one or two redeeming features. 3 - Now we're entering the realms of 'good'. 4 - Definitely worth a look, no doubts, no regrets. 5 - Absolutely wicked. Forget about eastenders, watch this. Steve has been known to take small bribes but in general everything is his honest opinion.



mission.

He must go to Berlin with a former state department mole and a briefcase, containing $2 million, and exchange them for a captured American pilot. Things are not as simple as they seem and the KGB and CIA are cooking up something a lot more dangerous for the two. An international game of cat and mouse follows as the two men decide to cut their losses and escape with the money. Gene Hackman has been in more films than I can remember, but it's White Knight's star Mikhail Baryshnikov who steals the show and provides the maverick Hackman with an intriguing companion.

4

Price: £10.99



Love him or loath him James Belushi, like his now sadly deceased brother John, has to be recognized as a great comic talent. His improvisation is well known throughout Hollywood and it's put to good use here with some cracking one liners and facial expressions that would put a Spitting Image puppet to shame. He's not to everyone's taste, but thanks to him the film is a resounding success. If only they'd ditched the kid early on it could have been a real hoot.

4

Price: £12.99

HT YOUR PARENTS



ever it soon transpires that their new pal has more to him than meets the eye, and has in fact adopted the characteristics and spirit of their deceased father.

The film is a cross between such recent classic comedy capers as 'Bill and Ted' and 'Short Circuit' and proves to be just as much fun as the two films combined. There seems to be no end to the amount of trouble the trio can get into. When the press find out about the droid all Hell breaks loose and a riotous time is had by all. Highly recommended.

4

Price: £10.99



Price: £9.99

NOT SO LITTLE SQUIRT



The only two ingredients left to ensure a successful fun filled holiday are music and water, lots of 'em. Life sunbathing on a beach without a Walkman is like a broken pencil, pointless. It need not be an ex pensive experience either. Sanyo offer a whole range of the personal stereos from 14.99. The one we have here also features a radio for your money. It also has auto stop and all the usual tape controls for only £19.99. However, if you're after some real fun you can't get more riotous than the Super Soaker. It's a powerful, accurate jet action water pistol that can shoot up to 30 feet while the tank holds over a litre of water, guaranteed to dampen beach bums' appetite for your girlfriend.

BEATING THE BOY



Handhelds are coming in an ever increasing number and assortment. Some, like Alien Busters, are unashamedly modeled directly on their Gameboy competition and although only dedicated to one game put up a jolly good show of entertaining for a fraction of the price.

Price: £11.99



MOVIE MANIA

Whilst movie licenses seemed to play a great part in last months Checkout electronic games feature in this month's. Two that could have been tenuously linked to July's issue are The Red Arrows pocket LCD game and The Little Mermaid. The former is a simple enough affair and pits your craft against all manner of objects hurtling towards you through the sky as you avoid the barrage and attempt to stay in formation, whilst the Disney adventure incorporates five stages of under water adventure and even allows you to retain your highest scores.

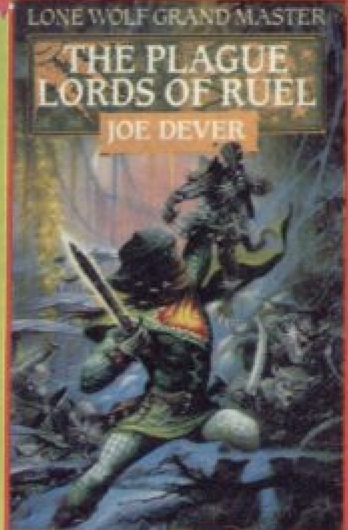
Price: £10.99 and £19.99 respectively.

QUACK QUACK

We don't get much chance to watch the antics of Children's T.V. these days at 'Slave Driver Towers' so Big Al has declared that if we can't escape into TV mayhem, or more specifically the mayhem caused by one T.V. presenter, Edd the duck, then he must come to us. So whilst on a trip through Gatwick the whole crew picked up aquatic duck related products and bought them back to the office. Now we can pester the life out of Al' and the rest of the slave drivers with our squawking without them being able to turn the sound down.



Price: £16.99



Price: £3.99

LORD OF THE BOOKS

Finally, 'cos a lot of people were wondering what our book offer was all about last month here's a look at the Lone Wolf Book, the Plague Lords Of Ruel. Basically it falls into the category of interactive role playing adventure publications. You make all the decisions which affect your character's progress in the quest by use of a multiple choice answer scheme. When you reach a point in the adventure that reqiures an action you choose what you consider to be the right course and then turn to the relevant page in the book, where the result will be printed. You need to be a bit of an adventure fan to appreciate this sort of book but it is guaranteed fun if you are.

The book involves the same character as last month's Mega SU prize game - Lone Wolf, a Kai Grand Master of Sommerlund. You have defeated the dark lords but now a new threat has emerged, the Driuds of Ruel are threatening to release a plague which will destroy all life in your home world. You must Stop them. See SU/Audiogenic offer for more details and a special offer.

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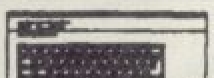
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WE WANT YOU TO TELL US WHAT SEYMOUR IS SAYING ('COS BIG AL CAN'T FIGURE IT OUT BY HIMSELF) SEND YOUR ANSWERS ON A POSTCARD OR THE BACK OF A SEALED ENVELOPE (IF YOU CAN'T BEAR TO TEAR UP YOUR FAB MAG) TO: NEXT MONTH AUGUST COMP, SU TOWERS, PRIORY COURT, 30 - 32 FARRINGDON LANE, LONDON EC1R 3AU. (COMP CLOSES 18 AUGUST)

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